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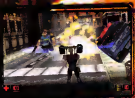
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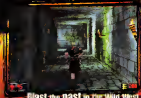
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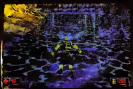
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TIPS & TRICKS

Playing a video game without a handy-dandy copy of *Tips & Tricks* nearby is like trying to find your way to the bottom of a hot plate of blueberry pancakes without a drop of sweet maple syrup to lead the way. Video-game strategy guides have been indispensable tools for hardcore gamers since the days of Ken Uston's Pac-Man patterns; we can tell you things about your favorite games that you'd never be able to figure out on your own. Yes, friends, reading can actually make video games more fun to play! This issue, we've got...well, just look out below and see for yourself!

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SEPTEMBER 1998

ON THE COVER:

The killer virus of Parasite Eve, the explosive antics of Bombberman Hero, the pint-sized power of Pocket Fighter—it's all here and more.

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QUOTE OF THE MONTH:

I haven't failed, I've found 10,000 ways that don't work.

—Benjiko Tronks



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Power Up!



Common sense and good hand-eye coordination have helped Editor in Chief **Chris Bleniek** to gain the position of prominence he currently enjoys within the video-game industry; it has been reported that he'd consider trading it all, though, for a lifetime supply of Moritz "Ice Cubes" chocolate.

Current Favorite Games: Mega Man Legends, Game Boy Camera, Marvel Super Heroes, Heiankyo Alien



Executive Editor **Jim Loftus** wants to know if any of *Tes & Tricks*' Canadian readers would be kind enough to videotape a few episodes of the original Spider-Man show from the '60s for him. He's been told that YTV is the only North American TV station currently airing this classic cartoon.

Current Favorite Games: Burning Rangers, The Fifth Element, Kula World, Colony Wars 2: Vengeance



Full of pith and vinegar, Associate Editor **Tyrone Rodriguez** fears no earthly video-game competitor, man or machine. His hobbies include beer can collecting, signing autographs, rearranging the office furniture and arguing with Jason about the dubious effects of playing *Bite* in tournament mode.

Current Favorite Games: Shining Force III, The House of the Dead, The Irritating Maze, Road Runner



Unlike Tyrone, Associate Editor **Jason Wilson** has little experience against computer-controlled fighting game opponents; he enjoys the insults and accusations of cheating that usually result when the human element is introduced. His lifelong dream is to find out if R.C. Pro-Am 2 really exists.

Current Favorite Games: Street Fighter Alpha 3, Wetrix, Mission: Impossible, Spoon



Visitors to the *Tes & Tricks* offices who are lucky enough to spot **Lone Flores** have mistaken her for a musician, a wealthy investor or even a Ninja priestess. Truth be told, she's our Art Director, which means that she grabs all of the goofy words that we write and the crazy pictures that we take and makes them into pages that look real purty.

Current Favorite Games: Tetris Attack, Pocket Fighter, Monopoly, Moto Racer 2



Anatole Brown does not remember ever having been abducted by extraterrestrial scientists, so he's been unable to explain the electronic sensor that's been surgically implanted near his left kneecap. Fortunately, it's small enough to pass undetected through most airport security terminals.

Current Favorite Games: The Fifth Element, Banjo-Kazooie, All-Star Baseball 99, Mortal Kombat 4



Crafty Contributing Editor **Ara Shirinlan** has designed a facility in Electronic Arts' *Theme Hospital* that's patterned after the mental institution in *One Flew Over the Cuckoo's Nest*. "Too bad there are no Oscars for video-game art direction," he laments. "The lobotomy tools are really something."

Current Favorite Games: G-Darius, Shining Force III, F-Zero X, Time Crisis II



Billionaire prankster **Pat Reynolds** is perhaps best known to media junkies as the Middle Eastern businessman who created a fake "Golden Ticket" in an attempt to gain access to Willy Wonka's legendary chocolate factory. His childhood crush on Violet Bauregarde still haunts him to this very day.

Current Favorite Games: Armored Core: Project Phantasm, Oddworld 2: Abe's Exoddus, Wild 9, Rockman & Forte



If you're a kid playing in Tucson, Arizona and your baseball or football should accidentally bounce into **Geoff Arnold's** backyard, you can kiss it goodbye because Geoff will keep it. He'd like his fans to know, however, that everything that's been written about him in these pages is untrue, except for the bit about...well, never mind.

Current Favorite Games: Bagman, Discs of Tron, Toobin', Street Fighter III: 2nd Impact

TIPS & TRICKS

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Got an interesting question, comment or insult for the T&T staff?

Send your tips, tricks and queries to:

TIPS & TRICKS

8484 Wilshire Blvd.

Suite 900

Beverly Hills, CA 90211

We can't respond to individual letters, but we do read each one and we wish we could just give you all a big hug.

POLYGONS ARE PLAYED OUT

I have two questions I'd like you to answer:

1) I'm getting tired of polygon games. Why don't they make more realistic games for some systems?

2) If you know anybody that makes games, ask them if they can make a breakdancing game because my cousins are obsessed with breakdancing. If they do, tell them to make the replays a little more realistic...and print my name, just to prove it to some people.

—Alex Alvarado
Tucson, AZ

We're not sure why you think that 3-D games are less "realistic", but it is an unfortunate fact that most game publishers are afraid of two-dimensional games these days. There are times when we get sick of polygons, too; when that happens, we just reach for Midway's Arcade's Greatest Hits collections or the Namco Museum series...and for the ultimate in 2-D revenge, Activision Classics is just around the corner.

Tell your cousins to check out the upcoming PlayStation title Bust-A-Groove for all of the crazy silly fresh dancing action they can handle.



THE BEST STAFF ON EARTH

I have to say I'm in a weird situation. I live in Bakersfield, but my sister is married and living with her husband in Fairfax, which is close to the T&T & Tricks offices. One day as we were cruisin' in Beverly Hills, I saw a beautiful sign: "Wilshire Boulevard." I told my mom that I wanted to visit you guys sooo bad, but my mom...well, you know. Besides, I was afraid that if I got in I would see an old woman with cat glasses tellin' me to buzz off if I asked her if I can get a tour and meet Tyrone Rodriguez or Lone Flores. So my question is this: If I visit Beverly Hills again, can I please get a tour and maybe some autographs from the best staff on earth? Please say yes.

—Mahmoud M. El-Gassier
Bakersfield, CA



Sorry, Mahmoud, but tours of the T&T & Tricks offices are strictly prohibited. We can't allow outsiders to discover our most precious code-cracking secrets, nor can we be held responsible if anyone should fall under the spell of lone's hypnotic gaze. But if you really want to meet Tyrone, you should try hanging out near the House of the Dead machines at the Southern Hills Golf and Country Club in Stanton or Sega City in Irvine; he spends more time there than he does at the office, anyway!

NINE QUESTIONS

Hey, T&T & Tricks! I have a lot of questions for you.

- 1) How many times did Jason Wilson have to play Mortal Kombat 4 until he found all of the fatalities and kombat kodes in the arcade and home versions of the game?
- 2) How much money did he spend, or did he get to play for free?
- 3) How do you get all of the character pictures in the magazine?
- 4) Who types up the system tips and strategy guides?
- 5) How do you get so many graphics and pictures into the mag?
- 6) What kind of computers do you use, IBM-compatible or Macintosh?

7) In your March 1998 issue you said that Jason has "200 or so" NES games. Does that mean that he has 200 NES games or 200 Nintendo games put together? If it's just NES games, can you give me a list and ask Jason if I can borrow them?

8) Even though you don't have the "Letter of the Month" anymore, can you give me a Mortal Kombat 4 game for the N64, or how about Mortal Kombat: Annihilation on home video?

9) Will you PLEASE put my letter in your mag this time? You guys rock!

—Gary Magierski
West Seneca, NY

From the top:

1) Jason has played Mortal Kombat 4 literally thousands of times, starting before the game was even available to the general public. He was at the Divisions Arcade in Chicago last July when Midway installed the first "test" versions of the game, back when Moob Salbot was available at the character-select screen. He was at the Enchanted Castle arcade in Lombard, Illinois on August 9, 1997, the day that Kai and the maskless Reptile were added to the game for the very first time (see the October 1997 edition of T&T & Tricks for more details). He played the game nearly every day for the next three months; then, when the Revision 2 upgrade was released, we rented a coin-op MK 4 machine from a local arcade distributor and set it up here in the office so that Jason could play the game

TOKEN OF THE MONTH



Front



Back

This month's token comes from the Galaxy Fun Center in Roseville, Michigan; it was sent in by Edward Burkett of nearby Sterling Heights. Thanks, Ed!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
T&T & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

for eight hours a day, five days a week. He's also been playing both home versions of the game since we first received playable copies of them back in May.

2) If Jason is working on a game for a strategy guide in *Tips & Tricks*, he plays for free; that is, if he spends any of his own money on tokens, he gets reimbursed for the expense.

3) If it's not an actual in-game screen shot, then it was probably given to us by the game's publisher. Most of the game companies understand that our strategy guides are helping them to sell more product, so they're usually pretty cooperative in providing us with character illustrations and other artwork when we ask for it.

4) We all contribute to the various sections of the magazine; if you don't see a byline telling you who wrote a certain piece, it's usually because it was a team effort.

5) This is a pretty technical question that would take a long time to explain, so let's just say that we all work very hard at putting *Tips & Tricks* together every month and we hope that readers like you will recognize the quality of the information as well as the number of graphic elements in its pages.

6) The *Tips & Tricks* in-house editorial

and art direction staffs use Macintosh computers exclusively.

7) Yes, they're 8-bit Nintendo Entertainment System Game Paks, and no, you can't borrow them.

8) No.

9) Yes.

RANSOM NOTE

Hello, I'm the Orange Clown from the Land of Blue Mists and I'm holding a very valuable code hostage. If you ever want to see it, you'll put this letter and some Quest 64 codes in your magazine. Thank you, goodbye.

—Orange Clown
Waco, TX

Yeah, you're a clown, all right.

NOT GIVING UP

Please print my letter. I've been trying to get a response for 14 months now. Why aren't you responding? I pay \$20 to subscribe and you can't even put a little bit of ink in your magazine that reads, "Chris Hebdon?"

—Chris Hebdon
Valley Center, CA

T&T Sticker Gallery

Send us your Neo Point, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to *Tips & Tricks*, 6484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90212 and we'll print 'em right here!

New!

With the release of Nintendo's new Game Boy Camera and Printer, we welcome our readers to send in their Game Boy Printer stickers, which we will include in the T&T Sticker Gallery in future issues. Watch this space!

OK, "Chris Hebdon", there's your name in print. **THREE TIMES!** But the next time you send us a stack of index cards that say "Please!" on each and every one, they're going straight to the recycling bin.

TOO SOON

I'll get right to the point: I am a true fan of Mega Man and I bought the May 1998 issue of *Tips & Tricks* magazine because of the awesome Mega Man cover. It got even better when I brought the magazine home and looked at the contents: Anatole Brown's Mega Man Legends strategy guide is one of the most awesome magazine articles I've ever read. But now I have one problem. I've been waiting for **THREE MONTHS** for Mega Man Legends to come out on the PlayStation!



It's still not out yet! Why in the world did you guys do a full-featured blowout strategy guide for a game that nobody in the U.S. owns a copy of? I just can't figure it out.

—Jacob Miller
Milwaukee, WI

As a print magazine, one of the problems we face every month is the fact that it takes a long time to prepare the magazine's pages, print them, bind them and ship the finished product to newsstands or subscribers' mailboxes. With those long delays, it can be tough to keep the information in the magazine fresh and to anticipate changes in certain games' release dates. It was March when we decided to put Mega Man Legends on the cover of our May issue; Capcom had announced that the game would be shipping in May, so we thought that the timing was good. Unfortunately, we received a call from Capcom during the second week of April informing us that—even though the game was finished—it would not be released for several months. At this time, the May issue had already been printed and was on its way to your local newsstand. Whoops! The good news is that Anatole's awesome strategy guide can still be used to help you through the game when it eventually does appear in stores, so just hang on to that May issue and keep your fingers crossed.

Interestingly, we've had similar problems with Parappa the Rapper (which was not released until two months after our massive nine-page strategy guide was printed) and—more recently—Cardinal Sins, which we covered in our July issue (the game still hasn't been released as of this writing). It just goes to show ya: You can't always trust those release schedules!



SHINING FORCE III

by Tyrone Rodriguez



The Saturn says goodbye to North America in a big way with *Shining Force III*. Besides the fact that this may be the last Saturn game released in this country, it's also one of the best games ever developed for the system—both from a gameplay and from a technological standpoint. (For example, this is the first—and last—title to use the Saturn's sound chip as a graphics co-processor for certain effects!) This latest chapter in the long-running *Shining Force* series is exactly what a sequel should be: trust me, I've played every game in the series to death! If you enjoyed any of the previous *Shining* games, you owe it to yourself to find this jewel. The story and endearing characters will keep you glued during all three scenarios. We've uncovered the nine secret characters in the first scenario; read on to find out how you can add them to your "Shining Force" of fighters.

**HAYWOOD**

Chapter 1
Location:
Sereband Bridge
Battle

During the bridge battle, be sure that Haywood isn't killed. Speak with him before the battle is over and he will join the Shining Force.

**IRENE**

Chapter 2
Location:
Lugage Bridge
Battle

As with Haywood, be sure Irene isn't defeated by your enemies. Speak with her before the battle ends and she will join you.

**PENN**

Chapter 2
Location:
Train

During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape, but joins you later in Flagard.

**NOON**

Chapter 3
Location:
Quonus

While battling the Kyon-shu at the Quonus graveyard, do not kill any of them; instead, have Khen free them with the Elibenem Orb. Noon will be waiting outside the manor after you defeat the Verdel.

**RATCHET**

Chapter 3
Location:
Quonus

Find the millhouse near the outskirts of the village. Free Ratchet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.

**JUSTIN**

Chapter 3
Location:
Vagabond

Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle.

**HORST**

Chapter 4
Location:
Aspie

Enter the house full of soldiers located next to the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party.

**FRANK**

Chapter 4
Location:
Hegherd

When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northwest part of town.

**HAGANE**

Chapter 5
Location:
Tower of Lookover

During the battle on the tower, have a member of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle.

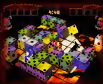


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Parasite Eye



Finally, Square's highly anticipated *Parasite Eve* makes its way to America! Watch what happens when the *Final Fantasy VII* crew teams up with top-notch Hollywood CG artists. With jaw-dropping cut-scenes and a nifty battle system, *Parasite Eve* is one of the PlayStation's sleekest packages. The story begins with Aya attending an opera concert on Christmas Eve. The singer Melissa transforms into an entity named Eve and Berns ep Carnegie Hall with her supernatural powers. The only remaining survivors are Aya and Eve—is there a strange connection between them? Aya must save the city of Manhattan from Eve, an evil chondria metation that threatens to take over the game evolves over a period of six days, during are various New York City landmarks like Carnegie like kicking mitochondria bett in an evening dress

Weapons

Aya starts the game with a standard-issue handgun (MB4F) and a club. The club has a very short range but it can be useful when you're out of ammo (although there's plenty of ammo throughout the game). You will find increasingly powerful weapons as you progress.

Be very attentive to the type of gun you're using and what its characteristics are. For example: A shotgun or grenade launcher is very powerful, but the rising rate of the AT (attack) is slow. A handgun, on the other hand, may not be as powerful but you can fire more shots in a shorter amount of time since the AT bar rises at a quicker rate. A rocket launcher takes forever, but the damage is significant. Some guns come equipped with special features such as Freeze, Acid, Heat and/or Translocator. These special features can be used to your advantage. Remember, you can't be immune to a certain poison or not. Also, keep in mind the number of bullets a gun fires per turn. Since Aya can't move and defend herself while firing, a gun with many rounds per turn can leave her vulnerable for a longer time than a gun with fewer rounds. More bullets per round does not necessarily mean more firepower.



The amount of damage a gun can do per turn is merely spread out over the number of rounds it fires. As you can see in the following charts, two bullets (120% total) will produce more damage than six (78% total):

Number of Rounds Per Tern	Percentage of Total Damage Per Bullet
2 rounds	60% per bullet
3 rounds	42% per bullet
4 rounds	25% per bullet
5 rounds	18% per bullet
6 rounds	13% per bullet

Weapon	Attack	Range	Bullets	Slots	Features	Location
Clubs						
Club	10 (9+1)	10	9	1	-	Start
Club 2	26 (24+1)	10	9	1	-	Soho
Club 3	38 (38+2)	10	9	2	Steal	Sewer 2
Club 4	80 (78+2)	10	9	3	Steal, first-strike	Chrysler
Hendgun						
M84F	12 (10+2)	51	9	1	2 rnds	Start
M9	17	54 (53+1)	9 (8+1)	3	3 rnds	Central Park
M9-2	39 (38+1)	55 (54+1)	11 (10+1)	2	3 rnds	Dog Boss
M9-3	53 (51+2)	56	13	2	3 rnds double-command	Museum
M8000	53	56	12	3	double-command	1-Box
M96	77 (75+2)	59	16 (14+2)	5	-	Chrysler
M96R	89 (88+1)	55	20	2	2 rnds, triple-command	Chrysler
P220	15 (1+1)	55	9	1	2 rnds	Carnegie
P220-2	48 (47+1)	55	12 (11+1)	3	3 rnds	Museum
P228	59	56 (55+1)	13 (12+1)	2	-	Chrysler
P226	63	57	12 (11+1)	3	2 rnds	Chrysler
P229	71	58	13	1	3 rnds	Chrysler
M1911A1	17 (15+2)	60	6 (5+1)	2	3 rnds	Sewer 1
M1911A2	40	61	10 (8+2)	2	3 rnds	Chinatown
M1911A4	68	63 (62+1)	9	2	-	Chrysler
M1911A5	86 (85+1)	63	11 (10+1)	2	-	Chrysler
M92F	29 (28+1)	51 (50+1)	11 (8+3)	3	3 rnds	Wayne
P+	19 (18+1)	56 (54+2)	7	1	-	Central Park
USP	50	59 (57+2)	11	2	-	Chrysler
USP-2	76 (75+1)	58	13 (12+1)	2	2 rnds, first-strike	Chrysler
Mark 23	82 (81+1)	51 (50+1)	13	2	3 rnds, first-strike	Chrysler
G19	32 (30+2)	58 (57+1)	10 (8+2)	3	3 rnds	Soho



Weapon	Attack	Range	Bullets	Slots	Features	Location
G23	48 (47+1)	60 (58+2)	10	2	3 rnds	Spider Boss
G22	51 (49+2)	60	11 (10+1)	2	2 rnds	Museum
G28	65	62 (61+1)	14 (12+2)	2	1/2 enemy attack power	Chrysler
M712	87 (85+2)	64 (63+1)	11 (10+1)	2	1/2 enemy attack power	Chrysler
PPK	47 (45+2)	49 (48+1)	12	2	5 rnds, first-strike	Warehouse
AMM4	78	58	13 (12+1)	2	-	Chrysler
MeedeGun	1	70	15	1	2 rnds	Meeda
Shotguns						
M870	49 (48+1)	60	7 (4+3)	6	2 rnds, burst	Sewer 2
M870-2	63	64 (63+1)	5	7	burst	Chrysler
M500	59 (57+2)	63 (61+2)	7 (5+2)	8	2 rnds, burst	Museum
M500-2	76 (75+1)	67	6	9	3 rnds, burst	Chrysler
Maverick	82	71 (69+2)	7	5	burst	Chrysler
512	98 (97+1)	72	9 (8+1)	6	burst	Chrysler
Mechine Guns						
M11	33 (32+1)	42	21 (20+1)	2	5 rnds, random fire	Soho
M10	38 (37+1)	45	24 (22+2)	2	7 rnds, random fire	Hospital
MP5K	36 (35+1)	43	24 (23+1)	1	3 rnds	NYPD
MP5PDW	53 (52+1)	46	25 (23+2)	2	7 rnds, random fire	Museum
MP5A5	68 (67+1)	48	29 (28+1)	2	2 rnds, spread fire	Chrysler
MP5SD6	89	52	32 (31+1)	4	3 rnds, spread fire	Chrysler
Micro Uzi	40 (38+2)	43	19 (18+1)	4	5 rnds, random fire	Hospital
Full Uzi	68	50 (49+1)	43 (42+1)	3	10 rnds, random fire	Chrysler
Rifles						
M16A1	35 (34+1)	112 (110+2)	16 (15+1)	1	2 rnds	Torres
M16A2	55 (53+2)	124	19 (18+1)	2	3 rnds	Chrysler
S&S50	40	110 (108+2)	21 (20+1)	2	2 rnds	NYPD
SAR	86 (85+1)	136 (135+1)	16	2	-	Chrysler
G3A3	44 (43+1)	123 (121+2)	19 (18+1)	3	-	Hospital
64 Shiki	51 (50+1)	114 (112+2)	16 (14+2)	4	3 rnds, Critical	Chrysler
XM177E2	99	159 (158+1)	17 (16+1)	5	Critical	Chrysler
PSG-1	75	120	19 (18+1)	5	2 rnds	Chrysler
FA-MA5	119	169 (168+1)	26	6	3 rnds	Chrysler
Grenade Launchers						
M203	27 (25+2)	60 (59+1)	5	2	Heat	Control Perk
M203(+)	49 (48+1)	65	7 (6+1)	2	2 rnds, Heat	Warehouse
M203(+)-2	50 (49+1)	71	7 (5+2)	4	3 rnds, Acid	Sewer 2
M203(+)-3	58 (57+1)	67	8 (7+1)	5	2 rnds, Freeze	Museum
M203(+)-4	68	65	7	5	-	Chrysler
M203(+)-5	81 (80+1)	68 (67+1)	8 (6+2)	4	Cyanide	Chrysler
M29	45 (44+1)	67 (65+2)	5 (4+1)	3	2 rnds, Tranquillizer	Hospital
M79(+)	46 (45+1)	68	6 (4+2)	4	3 rnds, Acid	Chinatown
M79(+)-2	54 (52+2)	69 (68+1)	6 (5+1)	3	2 rnds, Freeze	Centipede Boss
M79(+)-3	61 (59+2)	65	10	4	-	Chrysler
M79(+)-4	75	69 (67+2)	8	5	-	Chrysler
M79(+)-5	94	69 (68+1)	11 (10+1)	4	-	Chrysler
Rocket Launchers						
AT4	65	202	1	-	-	Creb Boss
AT-2	186	281	1	-	-	Chrysler

Protectors

Aya begins the game with a standard-issue protector (N Vest). You will pick up stronger protectors along the way. There are seven types of protector suits: Normal, Kevlar, Spectra, Survival, Ceramic, Bio and Chemical. Normal, Kevlar and Spectra are standard protectors with few special functions. The other four have specific features in their slots. Survival protectors allow you to carry more items by increasing your item slot. Some Ceramic protectors lift up your HP but will also decrease your AT power. You can fix it by tuning it up (more on that later). Bio protectors give you seventy percent protection from various bio effects such as poison, blindness, immobility, etc. Finally, Chemical protectors have automatic functions which can use your existing medicines and/or potions when you fall below about thirty percent of your total HP.

Protector	Defense	PE	Critical	Slots	Features	Location
Normal						
N Vest	10 (9+1)	8	13	2	-	Start
N Protector	12 (11+1)	9	18 (16+2)	2	-	Carnegie
N Jacket	35 (34+1)	29 (28+1)	19	3	-	NYPD
N Suit	44 (43+1)	36 (35+1)	23 (22+1)	2	-	Museum
Kevlar						
Kv Vest	20 (19+1)	12 (11+1)	15 (15+0)	2	-	Sewer 2
Kv Jacket	45	45	21	2	-	Chrysler



Protector	Defense	PE	Critical	Slots	Features	Location
Kv Suit	56 (55+1)	56	28 (27+1)	2	-	Chrysler
Kv Armor	70 (69+1)	68 (67+1)	32 (30+2)	2	-	Chrysler
Spectra						
Sp Vest	22 (20+2)	15 (14+1)	19 (18+1)	2	-	Central Park
Sp Vest-2	50 (49+1)	41	25 (24+1)	2	-	Chrysler
Sp Protector	39 (38+1)	23	26	3	-	Warehouse
Sp Jacket	35	30 (29+1)	26	3	-	Hospital
Sp Suit	60 (58+2)	52	29	2	-	Chrysler
Sp Armor	75	70 (69+1)	33 (32+1)	2	-	Chrysler
Sp Armor-2	87 (86+1)	80 (79+1)	40 (39+1)	2	offense up	Chrysler
Kevlar						
Sv Vest	19 (18+1)	16 (14+2)	19	3	Item Slot+1	Central Park
Sv Protector	39 (38+1)	36 (35+1)	30	2	Item Slot+1	Museum
Sv Jacket	42	40 (38+2)	33	2	Item Slot+1	Chrysler
Sv Suit	47 (46+1)	42	40 (38+2)	3	Item Slot+2	Chrysler
Sv Suit-2	52 (51+1)	45	41	3	Item Slot+2	Chrysler
Sv Armor	66 (65+1)	62	47 (45+2)	2	Item Slot+4	Chrysler
Sv Armor-2	79 (78+1)	70 (69+1)	49 (48+1)	4	Item Slot+4	Chrysler
Ceramic						
Cr Vest	29 (27+2)	24	30 (29+1)	2	-	Soho
Cr Vest-2	46 (45+1)	43 (42+1)	31	2	-	Museum
Cr Protector	41 (39+2)	43 (41+2)	26 (25+1)	2	HP Up, AT Down	Sewer 2
Cr Jacket	44 (43+1)	45	34 (33+1)	4	-	Chrysler
Cr Suit	65	68 (67+1)	39 (37+2)	4	HP Up, AT Down	Chrysler
Cr Armor	92 (91+1)	90 (89+1)	43 (42+1)	5	HP Up, AT Down	Chrysler
Cr Armor-2	107 (106+1)	104 (102+2)	51 (48+3)	7	HP Up	Chrysler
Bio						
B Vest	30 (29+1)	35	20	2	Poison Cure	Hospital
B Protector	33 (32+1)	38	23 (22+1)	2	Immobility Cure	Subway
B Jacket	44 (43+1)	49 (48+1)	28 (27+1)	3	Poison Cure	Museum
B Jacket-2	55	62 (61+1)	32 (30+2)	2	Blind Cure	Chrysler
B Suit	48	55 (54+1)	27	3	Blind, Confuse, Poison Cure	Chrysler
B Suit-2	70 (69+1)	76 (75+1)	34	2	Confuse Cure, Offense Down	Chrysler
B Armor	85	86	45	6	Poison, Immobility, Steal Cure	Chrysler
Chemical						
Cm Vest	16 (15+1)	16	11 (10+1)	2	Auto Heal	NYPD
Cm Vest-2	31 (30+1)	35 (33+2)	23 (21+2)	2	Auto Heal	NYPD
Cm Protector	37 (36+1)	48	31 (29+2)	3	Auto Heal	Warehouse
Cm Jacket	42	50 (48+2)	33 (32+1)	2	Auto Heal	Chrysler
Cm Suit	52	58 (57+2)	35	2	Auto Medic	Chrysler
Cm Armor	57	56 (55+1)	38 (37+1)	4	Auto Heal, Auto Medic	Chrysler
Cm Armor-2	89 (88+1)	97 (96+1)	41	5	PE Up, Offense Down	Chrysler

Using the Tool

Tuning your equipment is the most important and cerebral part of the game. At first you may go through a little trial and error, but as you begin to grasp the subtleties of modifying your weapons or protectors, you can really get creative and have a little fun. Don't worry, in the long run you'll get plenty of tools and cool weapons. You'll receive your first tool on Day 2 in the weapons room of NYPD. Make sure you read the weapon tune-up tutorial from Wayne carefully. With the tool, you can freely customize your weapon or protector. For example, you can have a handgun with heat effects or a B Suit with auto heal. The real headache to tooling, however, is that unless you are using the rare Special tool, the item which you are using to improve another item will disappear when it is incorporated. The key to using the tool is to save them up and not use them until you find a weapon or protector that is strong enough to get you through most of the game (handguns and rifles are ideal for tune-ups). Before using the tool, however, make sure you have enough slots on your weapon/protector. Give Torres or Wayne a weapon tune-up permit (obtained from Baker) or a trading card and they will open up more slots. Also, try saving before you do any modifications just in case you screw up!



Parasite Energy

As Aya gains more experience, her Parasite Energy abilities will increase. Aya's powers are mostly defensive and are not focused on eradicating the enemy. She does have a few strong offensive powers but they come with consequences: the Energy Shot leaves Aya briefly immobile and groggy while the incredibly powerful Revealate swallows up her entire PE bar. The more you use your PE bar the slower it will take to fill back up. A little trick to speed up your PE bar is to change protectors in mid-battle. You can also heal yourself when you're not in battle, but you run the risk of entering the next battle with a low PE bar. Some Parasite Energies are only mildly useful—like Scan—so choose wisely.





Bonus Points

Every time you gain a level or complete a whole day in a predetermined amount of time, you will receive bonus points. You can distribute these points to any aspect of your weapon and/or protector. You can also increase your item capacity and the speed at which your AT bar rises. It's up to you to decide what to improve on. You may want to increase the range of your gun or the PE energy of your protector. The most important thing to focus on, however, is the speed of your AT bar. Always throw in some points to the AT bar when you're making improvements.

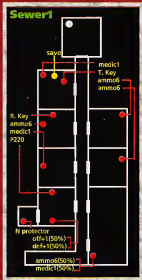
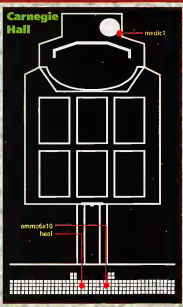


Day One Prologue

Carnegie Hall

Chain of Events

- Confront Eve on the stage.
- Enter the hole backstage.
- Get the Theater key from the wardrobe room.
- Get the Release key from Melissa's diary in her dressing room.
- Confront Eve again in the rehearsal room.
- Enter the sewer from the hole behind the piano.
- Open the gate in the sewer by the save point.
- Meet Eve and battle the Crocodile.





1. Your first battle with Eve demonstrates the battle system. You can't move and defend yourself when attacking, so wait until Eve completes her laser beam attack before you fire.



2. Before you enter the hole backstage, you will hear sirens and your back-up will arrive. Go outside to visit them and get a quick heal from the medic. The cop on the right will give you tons of bullets if you keep asking him.



3. In the dressing room area you will frequently battle rats and parrots. The rats can cover a lot of distance with their triple projectiles. Finish them off fast before it turns into a dodge-fest.



4. Check the lockers in the unlocked dressing rooms.



5. Behind the double doors on the left side at the end of the hall is a save point phone. Get the Theatre key from the corpse by the desk. There's an item box tucked away in the back.



6. In Melissa's dressing room you will find the Rehearse key at the end of the diary. There's ammo in the closet, too.

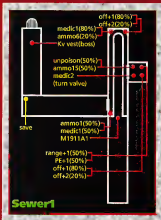


7. The first door on the left—the prop room—has a secret room behind the back wall. Just approach it and the wall will crumble. There's two item boxes in there.



8. You may want to save before the second battle with Eve. Now she attacks with two lasers, making the battle challenging. You can dodge them if you stand right in between them.

Sewer



9. The sewer has rats and giant frogs. The frogs can poison you if they hit you with their tongues.



10. When you get to the bridge, keep walking to the back under the arch. There's a secret room if you go to the right. You will see three item boxes here. Turn the valve handle to reveal the fourth one!



11. After opening the gate, make sure you save. The boss battle is next.

Boss Battle



The crocodile has two selectable targets: the head and the tail. Keep targeting the tail until the camera angle changes, then only the head target will remain. If you target the head first, you'll waste time and inflict only minor damage.



Day Two *Fusion*

NYPD 17th District

Chain of Events

- A.** Get the mod permit from Baker and meet Wayne and Torres in the weapons room. Get M16A1.
- B.** After the press conference, head over to the Museum with Daniel to meet Dr. Kramp.
- C.** Return to NYPD and get a briefing. Head to Central Park.
- D.** Get the CP Key in the zookeeper's office.
- E.** Open the gate and head to the stage to face Eve.
- F.** Meet Eve, then follow a strange little girl through the winding maze of Central Park.
- G.** Battle four giant earthworms.
- H.** Battle Eve on a horse carriage.



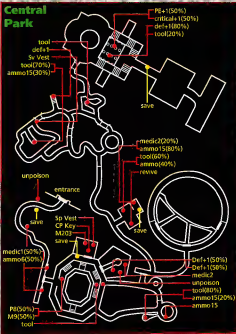
1. There are a few items in the lockers of the locker room. The man on the left is putting something suspicious into his locker.



2. A little hint: During the first Parasite Eve disc, you can always get more ammo in the box sitting on the counter in the weapons room. Simply exit to the city map, re-enter the police department and go back downstairs; you'll find ammo in the box every time.

Central Park

Central Park



3. When you enter the park, make sure you save by the police car. Check by the trunk of the police car for an item box.

4. Snakes are all over the park. Shoot them from a distance since you'll be poisoned if they strike you.

5. There are two hard-to-find boxes under the left and right arches on either side of the middle zoo gate.

6. In the zookeeper's office you can find an SP Vest in the closet and the CP Key in the drawer. Stand by the stretcher and press the action button to move it away; now you can get the M203 in the closet.



There is a save point right outside.

Parasite Eve



7. Monkey creatures are running loose in the zoo area. Time your attacks so you don't end up standing defenseless against their boomerang arms.



8. You'll find a wealth of items if you enter the cracked window of the snake exhibit and go all the way around to the other side.



9. After you go through the gate using the CP Key and meet Eve onstage, follow the little girl in the blue dress. There are two hard-to-find item boxes on each side of the gazebo.



10. Just when you think you can save your game at the phone, a bear appears. The bear will throw an electrical surge on the ground, so don't stand in front of him. There's an item box way in the back corner.



11. There are plenty of item boxes to be found in the maze of Central Park, so getting lost isn't a bad thing. Whenever you see the little girl, you know you're on the right path. Just watch for snakes!



12. After you battle the boomerang monkeys, enter the arch before going on the overpass. There are two item boxes on either side.



13. The plant-like creatures come in groups and make it hard to keep your cool because they spew poisonous gas. Just concentrate on one at a time so you decrease their numbers first; this will give you more room to run around.



Boss Battle



The four giant earthworms sink into the ground and reappear. Target them as they rise up from the ground; you want to attack

before they become fully extended and drop their spreading arrows. As each one is eliminated, the others will grow. The final remaining worm will sweep its mammoth body across the ground. Stay to the sides, then run up and fire at it as it exits and re-enters the ground.



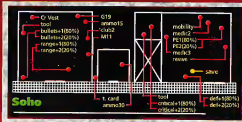
Although moving around in the small carriage is difficult when fighting Eve, stay away from her sweeping arm as much as you can. She will also rise up and shoot a

beam down from above. The area where the beam will hit will glow, giving you very little time to move away to safety. It's a short teaser battle, so don't sweat it.

Day Three Selection

Chain of Events

- Ransack the Gun Shop and Pharmacy for tons of items.
- Head to the Museum so Maeda can investigate.
- Return to NYPD to find that Eve has destroyed the place.
- Go downstairs and see Torres dying. Enter the dog pen and get info from Crewe about Ben.
- See Nix lying on the first floor; he tells you to go upstairs.
- Battle the super dog beast in the third floor storage room.
- Battle the three-headed dog boss.



2. Load up on weapons in the gun shop. Check all the shelves besides the item boxes.

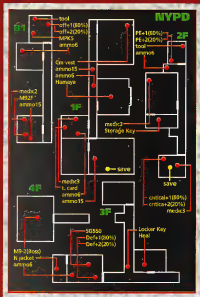


3. The pharmacy has a room tucked away in the far left corner. Don't forget to check all the shelves including the counter with the save phone.

Soho District



1. To the left of the building you were sleeping in is a green dumpster; find the trading card.

NYPD 17th District

4. Meeda gives you a Hameye charm as you enter. He'll give you these charms before you enter dangerous areas throughout the game; they basically just clutter up your inventory. However, they do somewhat reduce the chances of monster encounters.



5. Monsters are loose in the police department and the narrow halls make it hard to run for cover. Whenever a dog beast or rat is teamed up with a bird, go for the bird first since they can get to you quicker.



❗ In the dog pen Casey is lying on the floor. She'll tell you that Ben is in trouble. Check her again and she'll have ammo. If you approach the dog cages, the dog beasts will appear.



7. Check everyone lying on the floor for ammo: Casey, Nix, the guy on the second floor, everyone! There's a protector in the briefing room.



8. The holding cells have two spiders and a rat. Hide behind a wall from the rat's projectiles and kill the spiders. The spiders can hold you in their web so don't stay in one area. Check the jail cell in the bottom right corner for a box.



9. The next door is the witness line-up room where two dog beasts will bust through the glass. Grab the Storage Key shining in the room behind the broken glass. Keep going, you can use the key later.



10. Go past the stairs, fight the spiders and take a break in the safe office at the end of the hall. Seve here—it's not going to get any easier.



T1. You will fight two nasty rats and a bird as you enter the third floor. Don't worry too much about your HP; right after the battle you can enter the door to the immediate right and get fully healed by a nurse!



12. The cop on the floor has the locker key. Don't bother going downstairs to find out what he hid in his locker—find out later! Keep going. Ben's in trouble!



12. The super dog beast in the storage room is like the others but has just a little more HP. Pretty standard, really. There's an entrance into a secret room way in the back.



Boss Battle



all of your healing options are there for a good part of this intense battle.

The key to the showdown with Cerberus is to concentrate on one head at a time. The best way to defeat it is to start with target 2, then target 3 and finish it off with target 1. Keep away from the front of the beast at all times, even if his butt hits you. Remember, getting touched by the dog is much less demaging than getting triple-beamed. An Energy Shot can finish it off towards the end, but you should be sure that



Day Four *Conception*

NYPD 17th District

Chain of Events

A. Head to St. Francis Hospital with Maeda. When the elevator stops, the power will fail.

B. Find three fuses and fix the circuit breaker.

C. Go back up to the first floor and get the green Card Key from a nurse.

D. Fight the giant god and turn the valve handle.

E. Take the elevator to the 13th floor. Push the red switch behind the stove.

F. Discover the HLA 1st and Elevator key in the freezer tank room.

G. Take the elevator to the roof and battle the spider boss.

H. Run to the window cleaner's platform as the plane plummets to the roof.

I. Fight the spider on the falling platform and pull the brakes.



St. Francis Hospital



2. Check the door to your right as soon as you enter the hospital. There's a tool in the item box inside.

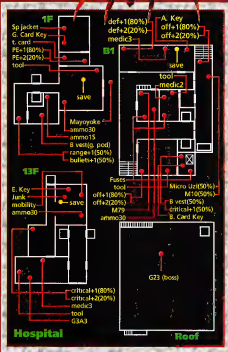


3. The pods in the basement storage room are slow but they spit out red balls of poison. Grab the first fuse shining on top of the shelf on the right.



4. Get the Autopsy Key in the small office and take note of the save phone, you may want to save more than once on this floor.

1. Now you can check out what's in the locker: a lousy trading card! Also use the Storage Key in the basement. Check the waiting area for a box, too.



5. The giant barbed flies have a hard shell and take many bullets to kill. They move really slowly so you can afford to use an Energy Shot and torch them up.



6. The biohazard disposal room has a kangaroo-type beast which also has a high level of defense. Use your Energy Shot to take him out. Get the Blue Card Key from the corpse and grab the second fuse shining on top of the switch box in the top right corner.



7. Enter the Blue Card Key door, then enter the door to the right. Target the deformed creature's head to prevent it from spewing more balls. Get the final fuse shining at the bottom right corner of the room.



8. Insert the three fuses and connect the wires before you flip the switch or you'll fry!



9. After battling several pods, kangaroos and flies on the first floor, you'll meet a nurse who will hand you the Green Card Key.



10. Use the Green Card Key and enter the door on the left side of the hall. Battle the giant pod; it's large, but not that tough. Rotate the first valve wheel on the left.



11. Push the stove away on the thirteenth floor to reveal a red button that opens up the secret lab area.



12. Find the HLA list and the Elevator Key in the freezer tank room. Save here before the boss battle.

Boss Battle



As soon as Eva stops harassing you on the roof, immediately start running to the far left corner of the screen! There you'll find a window cleaner's platform where you can avoid the plasma crash. Fight an easy cool-down battle with a spider and you've got another day under your belt!

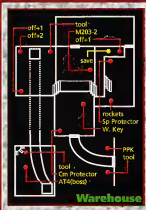
Use a long-range weapon and a ton of patience when battling the giant spider boss. Energy Shots are a bad idea since the spider can quickly spit its web from far away, trapping you for an infurno blast. Save your Parasite Energy for healing. When the camera angle changes, you know you're halfway there! The second round has tighter confines; always try to stay on the backside of the spider.

Day Five *Liberation* (Disc One)

*The fifth day is long and stretches onto Disc Two, so it will be treated as two parts.

Chain of Events

- A.** Enter the Warehouse and fight the Crab Boss for the AT4.
- B.** Meet Maeda by the manhole in Chinatown and enter the sewers.
- C.** Head to the pump station across the bridge.
- D.** Switch on the water pump in the control room. Turn it off to cross to the subway platform.
- E.** Head to where the tracks merge and battle the centipede boss.
- F.** Get the Gate Key from the dead officer on the Brooklyn Bridge. Head to the subway exit.



Warehouse



1. Look carefully for hard-to-find boxes—there are two behind the fence when you first enter. Grab the Warehouse Key behind the barrels after you battle the first rat and spider.



2. There's an item box on a higher platform right by the save phone. Save your game, then enter the door using the Warehouse Key. Cross the bridge and kill the spiders on each side.



3. After stocking up in the store room, slide down the lift cables.

Boss Battle



standing to the side of its head when the claws are gone.

5. Make sure you heal yourself before you grab the shining tool under the gas pipes. You don't want to die a stupid death right after you killed the crab! Head back the way you came and make sure you save at the police station before you go to Chinatown.

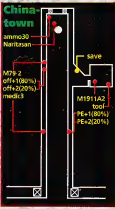
4. In order to beat the Crab boss, you must eliminate its claws first. Stay right next to the crab's claws so you don't get hit by the bubbles. Fire away as soon as the crab starts to spew bubbles. Start running in a circle when its eyes detach and start firing lasers. You can just avoid getting fried if you can do a sharp cut to fake out the eyes. As long as you avoid the laser eyes, you should be fine. Shoot the last target by



Parasite Eve



Chinatown



6. The super rats in Chinatown are heavily protected and hard to kill. Switch to the AT4 that you got from the crab boss and blast away. Sometimes one shot can wipe out everyone! Check around for obscured boxes.



7. Keep walking past the save phone to the right and you will discover a secret room! Check the far right pot for a tool and a M1911A2 in the box.



8. Medea will hand you another charm. Grab some bullets next to the Buddha before you enter the sewers.

Sewer 2



9. The bats will blind you with their sonar and your weapon's range will sink to about a foot! Heal yourself immediately with a blindness potion. If you're brave and don't want to waste a potion, you

can still get in some strong hits without healing if you stand up right under them and fire point-blank.



10. There are several items to be found in the sewer area. Much of the environment looks the same so it's easy to get lost. The main thing is to get yourself to the bridge by eventually heading south.



11. Cross the bridge and go down to fight the two crocodiles, then head back up and save in the controller room. Flip both pumps on and watch the cinematic sequence. Turn off the pump and cross over to the subway platform.

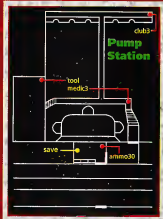
Subway



12. Although you did save just a few minutes ago, it's a good idea to do it here again—the boss up ahead is nasty! Stock up on the items around the platform.



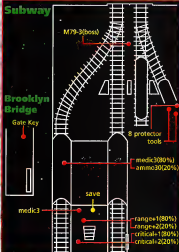
13. The left and right paths eventually lead to the same area. The left path has an item box. Both paths have moles which are easy to eliminate if you hit them while they're emerging from the ground.





Subway

Brooklyn Bridge



Boss Battle



14. The Centipede boss is loaded with toxic attacks. Watch out for the purple fireballs—they will poison you. Also, avoid getting zapped by the bolt or it will blind you. It will coil back every time to signal an attack, so stay alert; it will eventually break apart into four smaller centipedes. (Oh, great!)

Concentrate on one centipede at a time so you can cut away at the combined damage being done to you. Heal and detox consecutively if you have to.



15. Head around to the right side of the merging tracks and enter the second subway car. There are three boxes inside. Before you walk out to the bridge, make sure you save your game. Anything can happen when you're switching discs!



16. Head out to the bridge and grab the key from the dead cop. Start walking to the subway exit on the platform. Disc one ends here.

Day Five *Liberation* (Disc Two)

Chain of Events

- A. Exit the subway area and go to the Museum.
- B. Follow Dr. Kramp through the Museum.
- C. Battle a giant scorpion.
- D. Use the stairs to the second floor.
- E. Use the emergency ladder to the third floor.
- F. Aya's trapped in a room. Use the broken window to get down to the second floor.
- G. Disable the security system.
- H. Meet Daniel and Maeda in Dr. Kramp's office. Get the Kramp Key.
- I. Fight the triceratops on the third floor.
- J. You're thrown down to the first floor where you fight the T-Rex boss.
- K. Take the elevator back up to the area where you fought the triceratops.
- L. Head up to the fourth floor to see Eve.
- M. Final battle with Eve.



Museum



1. Follow Kramp through the halls. Use a gun with three or less rounds. The raptors and dinosaurs are too fast for an overloaded gun, so go leap and mean!



2. Some boxes are really hard to find—like the one near the map of the U.S. on the floor. Walk onto the fossil exhibit and press the action button off screen!



3. Kramp locks you out, so head back to the lobby and go past the elevator, through the jungle room. There are several trivia machines throughout the museum. Answer correctly and you get an item!





13. The T-Rex is your toughest opponent so far. Always stay near the tail of the T-Rex and don't get fried by its fire breath. The tail may hit you and cause some damage but it's a lot safer than standing out in front of the beast. After defeating him, you will receive the very handy M0000 with the double command.



34. Exit the back door and save in the lobby. This is your last save within the city before your battle with Eve. If you are playing EX Mode (more on that later), this is a good time to head to the Chrysler Building and test your skills. Head up to the fourth floor via the room where you battled the triceratops.



15. You have an opportunity to save right before the battle with Eve, but you will not be able to return to the city. A long-distance weapon is necessary to beat her. Whatever you do, don't let her grab you with her dangling arm—she can empty your HP bar more than twice! Attack target 3 (the womb) first, then work on target 2 (the torso), then target 1 (the head). She will grow every time you eliminate a target. Heal with much discretion!



16. Eve will morph into another form and gain her second wind. The second morph is a lot easier than her previous form. Run to the far corner of the screen every time she rises up to drop a beam down. Use up all your medicines if you have to, this is the final stretch!

Day Six *Evolution*



Unfortunately, due to a contractual agreement with Square, we cannot reveal the final boss. We wish we could show it to you, but we have to keep them happy or else they might not help us out when the time comes to do a *Final Fantasy VIII* strategy guide for you! Honestly, Square has been trying hard to keep the last boss a big surprise. In Japan, all of the video-game magazines agreed not to reveal the events of Day Six; we're trying to prove that the American gaming magazines

can be equally honorable, so you'll have to check it out for yourself. Just be assured that you will receive plenty of health and ammo before you embark. Some helpful hints: Try starting with a Revelate. Pay attention to what you target! Remember the stay-away-from-the-front-of-the-boss rule. When you're heading to the engineering room, turn left at the first corner, not right! Whew! I hope I don't get in trouble...





The Chrysler Building



When you beat *Parasite Eve*, wait until the credits finish rolling and the save game screen appears. Save the game and pop in Disc One. In the main menu you will see a new option called "EX Game." The EX mode is basically the same game as the normal mode but the battles are a lot tougher. Many of the enemies are doubled in number. When you exit to the city map in EX mode, you will see a new selectable location: The Chrysler Building. The Chrysler Building is a mini-game with 77 floors of battles. Every ten floors you will meet a boss. The catch is that you must beat a boss in order to gain a key to use the elevator for that floor, then you can freely use the elevator and return to the same floor later. However, there are no save points: Once you die, you're back to the first floor! In the center of each floor is a room with a ton of rare items. Each floor is a randomly generated dungeon, so if you ever leave the Chrysler Building, it will reorganize every floor. The real nightmare is that every floor looks the same; it's akin to Chinese water torture! This is definitely for hardcore *Parasite Eve* players. The last boss (starting on the 70th floor) is...you guessed it!

Bonus Tip!



Here's a useless but cool tip: At the city map screen, press **SELECT** and you will be able to follow the helicopter around the city!





DEADLY ARTS

by Geoff Arnold

Konami takes a unique approach to the fighting game format with *Deadly Arts*. The Big K has come a long way in the brawler category since the days of *TMNT Tournament Fighters* and 8-bit Nintendo. A word of advice, though: *Deadly Arts* is not your ordinary fighting game. With the *Tekkens*, *Street Fighters* and *Mortal Kombat*s of the world, this game might seem strange to some at first. Devote a bit of time and patience, though, and *DA* really grows on you. With stunning graphics, multi-hit combos and juggles, and an interactive 3-D environment, masters of the fighting game genre may have a hard time turning the power off on this one.



Characters

There are eight selectable characters to start out with, ranging from a skateboarding kid (who, by strange coincidence, resembles Picky from *Fighting Vipers*) to a huge, bald wrestler. Each character has a series of basic moves that are universal as well as their own set of individual moves, juggles and combos. As the game progresses, the sub-boss, Gouriki, will be playable as well.



Kai

Kai is basically the "Ryu" of the *Deadly Arts* world. An all-around good fighter, Kai has the most damaging combo in the game!



Azami

A small but versatile female, Azami is one of the most formidable characters in the game. With an easy 7 hit combo and lightning-fast speed, Azami should be one of the favorites of the game.



Serina

Also small and fast, Serina is very much like Azami. She doesn't have Azami's combos but she dishes out more damage.



Sakai

Think of Baek from *Taekwon 2*, with a wig. Sakai mainly uses kick combinations that can deal out major damage in seconds!



Miki

Miki is the "big woman" of the bunch. She relies on a lot of 1-2 combinations and throws to win.



Kongoh

No fighting game would be complete without a grappler, and this genre is no exception. Kongoh has a variety of combinations as well as throws, making him one of the deadliest characters in the game. Beware!



Kaoru

What? A skateboarder? Kaoru is the quickest of the bunch, with mad combos to boot! Try chosing this little guy around the straan for half an hour!



Kyoya

The strongest character in the game, Kyoya looks like a cross between Beetlejuice and James Dean. He has the best reach and some interesting moves that will make you squeal with joy as you beat down your opponent.



Gouriki

Can you say "700 hits equals 50% damage"? Although very powerful, Gouriki isn't as easy to use as the other characters and might take some time to master. Gouriki becomes available only after you have beaten the game.

Gameplay



Rebound off of walls

There are several modes of gameplay offered in *Deadly Arts*. There is a 1-Player Arcade mode, Versus mode (for two players), Practice mode, Tag Battle mode, Team Battle mode, Record mode and Create A Fighter mode. The first three modes mentioned above are pretty self-explanatory. Tag Battle mode is a test of survival, with your main character pitted against all others. Team Battle mode is just that: You hand-pick a team of fighters, then go up against an opponent's team. Record mode gives you the option of recording your favorite combos so you can view them at a later time. Create A Fighter mode is pretty deep, not to mention pretty damn cool (I'll get to that in a few moments...). As with most fighting games, the main objective is fairly straightforward: Knock your opponent out in any way possible. This can be accomplished with any number of techniques, including grabs, holds, throws, punch and kick combinations, and using the environment to your advantage in order to inflict damage. Although the gameplay has many elements contained in many other fighting games (throw escapes, rolling after a knockdown, side-stepping and dashing), Konami has gone the extra mile with *Deadly Arts* by incorporating some rather innovative tactics. These include throwing or knocking your opponent into fire,



through buildings and walls, onto rocks, into trees, and even using them to break down bamboo shutters! Also rarely seen in a fighting game is the ability to use walls. For instance, if your opponent has you trapped in a corner, simply jump back to rebound off the wall, then attack your opponent on the way down with a jump kick or landing attack. If they are close to the wall and you are in the right position, you can also perform a special grab that will enable you to take your opponent and bash them against the wall! Ouch! Last, but not least, is everyone's favorite fighting game feature: Combos! Each character has the ability to launch an opponent into the air and juggle

them as they fall. However, depending on the character you choose, you may only be able to sneak in a few hits for big damage. Example: Since Kaoru is one of the fastest characters in the game, he can get many hits in succession for a small amount of damage. But when playing Kongo, for instance, you only need to sneak in a few hits before the combo ends for big damage. The big trade off: Characters who move faster seem to do less damage, while the larger characters are able to KO an opponent with but a series of 5 to 6 moves. Which character should you choose? It's all a matter of personal preference; use whichever style of play that works best for you.

Combat Basics



Punching



Kicking



Setting up combos



Throwing

- Every character has standard moves which include basic punches, kicks, combos and throws. Punches and kicks can be high or low end ere the basic attacks in the game.
- Each character has either a one or two punch or one or two kick combination; these can be used for some quick damage since they are—for the most part—too fast to block.
- As you acquire a feel for the game, you will notice that each character has a small "launcher", which can function as a setup for some crazy juggles.
- Not only can you attack your opponent while standing, you can hit 'em while they're down (dirty, I know!) Press Up and B for a jumping attack on a downed opponent or use one of your character's special attacks.
- What do you do if your opponent blocks everything? Throw 'em! Throws are performed by hitting the Guard and Punch or Kick buttons at the same time, depending on the character being used. Some characters have more complex throws than others, but the damage from these is horrendous! A few of the characters have back throws which also do some nasty damage.
- A key element to success in this game is learning how to dodge your opponent's attacks. You can do this by hitting any C button and pressing back at the same time.
- Don't forget to block! Blocking is done by holding the Guard button down for high attacks, and holding the D-Pad down for low attacks. Remember: If you are blocking high, you can still get hit low!
- Next to blocking, the most important thing is rolling. When you get hit with a knockdown move, press any C button repeatedly before you hit the ground. This will allow you to roll out of a knockdown and avoid being attacked immediately thereafter. If you happen to miss the roll and get knocked down, rapidly tap the C button to gain back some lost energy while on the ground.
- Exploit the game's 3-D environment! Simply hold down any C button and tap up or down on the D-Pad to sneak around and get behind your opponent. Then hit 'em in the back for some sick damage!
- If you feel a little silly or just want to show off after a big combo, hit any C button and guard at the same time. Isn't taunting fun?
- If you want to end the game rather quickly, try pushing your opponent off the stage, or even off of a building!



Blocking



Rolling



Taunting



Pushing an opponent

Deadly Tactics

Some characters are more overpowering than others. Learn to compensate for this through the use of skill—not power. Learn your character's reversals so you are able to counter moves and throws. Learn to use your environment to rack up insane amounts of damage. Throw your opponent toward a brazier and laugh as they fall into the flames for mass damage! Once they get up, jump kick them back into the flames again. Get them close to walls, crates, trees or the like, then do a 2- or 3-hit knockdown to send them flying into objects for extra damage. Learn to roll out of knockdowns. Some, shall I say, "interesting" things can be done to you when you're lying on the ground, so watch it. Remember, sometimes it's easier to land a 1- or 2-hit combo than repeatedly attempting 7- or 8-hit ones.

Point System

You and your opponent battle for the best of 3 rounds and the winner is the one left standing taunting you. Just hit your opponent a couple of times, then go hide behind a rock or crate until time runs out, right? Not so fast! This game is based on a point system. You get penalty points for attacking a downed opponent, running away from an attacker for a prolonged period of time, and even performing repetitive attacks! If you fight honorably throughout an entire round, you're more likely to keep penalties to a minimum. On the other hand, if you fight dishonorably during a match, your opponent has a good chance at becoming the victor. Your best bet: Always try go for the knockout!



Don't be a loser!



Create A Fighter

Never before seen in a console fighting game, Konami has outdone themselves with this option—you can actually design your own unique fighter! Create male or female characters, complete with outrageous hair styles and outfits. With you can even conjure some of your favorite characters from other fighting games! Choose from a wide variety of options to create your own character. Sex, facial features, height, weight, hair style, hair color, outfit style, outfit color and skin color can all be altered to custom tailor your very own combatant. Remember that when creating a fighter, certain factors will not have a determination on your character like they do for a CPU-controlled opponent. Since you are able to study under any character in the game, you can learn any character's moves. This means that you can create a burly-looking character like Kongoth, yet still possess the lightning-fast speed of a little guy like Kaoru, for example. The possibilities are pretty much limitless when creating your own character, so feel free to go nuts! Next comes training. You can learn anyone's moves, so pick a character that you like, then study under them. The more you fight, the more you learn. Some moves and combos may take a while to learn, but be patient; not everyone can become like Bruce Lee in a day. After the first match, your character will learn his/her basic moves. Once that's accomplished, the real fun begins. Train under everyone and learn all of your favorite moves and combos!



Train hard to learn the basics



Check out that crazy afro, man!



Create male or female characters

Practice Mode

Even though the game comes preset with a list of each character's moves, pulling some of them off can be rather difficult, so the game comes with a practice mode. Included in Practice mode is a helper guide, which includes data regarding whether the attack connects high or low. It also indicates the amount of damage inflicted with each attack. There's even a combo counter indicating the damage for an entire string of attacks. Use this to your advantage—learn which attacks hit high or low by setting CPU opponents to fight against you. This way, you can memorize what the animation routine of each move looks like. After hours of practice, you should be able to pull off some stunning combos, including 8- and 9-hitters!



Learn any character's moves

Combos

To get you started on your glorious path to destruction, I've included one basic combo for each character in the game. Higher-hitting combos are possible, but precision timing is required. Find out which combos do the most damage and let loose on your opponent!

Character	Commands	Number of Hits
Miki	Axe Crush, Punch, Kick, Down + Kick 5 times	9 hits
Kongoth	Double Leg Impact, Double Stomper	4 hits
Kaoru	Step Elbow, Punch, Kick, Dash, Up, Down + Kick 6 times	9 hits
Kyoga	Punch, Kick, Destruction Stomper	5 hits
Sakai	Power Knee Crush, Punch, Kick, Sliding Kick, Down + Kick 2 times	6 hits
Serina	Knee Explosion, Sneak Side Brawl, Down + Kick	4 hits
Azami	Knee Attack, Sou-ka Elbow, Low Chop, Down + Kick 4 times	7 hits
Kai	Back Spin Upper, Rising Elbow, Down + Kick 4 times	7 hits

Secrets

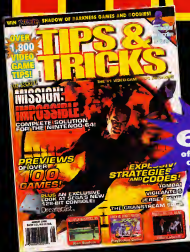
After beating the game with each character, more and more fighting stages become available, including a miniature model of a city—complete with crashing buildings! After beating the game, the sub-boss, Gouriki, becomes playable.

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Devil Dice



by Jason E. Wilson

The PlayStation has had a lack of puzzle games since its incarnation a few years ago. THQ's challenging *Devil Dice* is a warm addition to the PlayStation library. Unlike *Tetris* and its many clones, *Devil Dice* bases its scoring system on the removal of various numbered dice on the playfield. Your objective: Move the dice around while walking on top of each of them in order to find the exact number you are looking for, then place it next to the die you wish to remove. If this all sounds complicated to you, don't worry. It is VERY difficult to get an immediate grasp of the game; as long as you have a general idea of which move you need to make to get to a certain part of the die (ie: knowing that you need to move to the left with a die once when you have a "five" in order to change it to a "four"), you should be fine. Check out this strategy for guidance and helpful hints.

4 Ways to Play



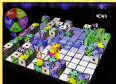
Trial Mode

This is a preliminary mode that will allow you to get used to the various aspects of gameplay—with or without a time limit. Play this mode before you attempt a normal game in Battle mode.



Battle

The standard mode. Two players duke it out in a race to see who can complete four different sequences of dice that are randomly chosen to be eliminated from the playfield.



Wars

Up to five players can battle it out in this crazy mode. With the amount of dice on the screen and everyone moving everything all at once, this makes *Somberman* look like *Barbie*!



Puzzle

If you think you have what it takes to place the right die in the right place at all times, then give this mode a whirl to see if you can complete the various puzzles using the least amount of moves.

Techniques



Scoring

This is how the scoring system works: The number of dice multiplied by the total amount on each die equals your score. For example, to eliminate a row of 4s, you will need at least four 4s to do so ($4 \times 4 = 16$). This means you will have achieved 16 total points for the consumption of those four dice. If you add more dice to the sequence while they are disintegrating from the playfield, your score will increase significantly.



Eliminating "Snake Eyes"

Obviously, there is another way to eliminate dice that only have a single-digit value to them. The hardest part about this is creating a regular combo, then adding a "one" to it in a chain combo. This will eliminate all of the dice on the screen that are of that value.



Chain Combos

The key to this game is connecting as many dice to the original amount of dice for which you have already accumulated a score. For example, if you removed five dice that were labeled number 5, then chained on another number 5 on the dice were disappearing into the playfield, your score would double, triple, quadruple and so forth, depending on the number of dice you are able to connect with the original sequence before they are completely removed from the playfield.

Moving on the Ground

In the event that you fall off of the dice, you will land on the ground, enabling you to move the number dice around without changing them as you walk beside them. This helps for only a short amount of time. If you are unable to get back on top of a die when a lightning bolt strikes a square on the playfield, you will eventually be trapped. Anyone a lightning bolt strikes in your vicinity and you are on the floor, move to that square immediately!

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Romance IV (of The Three Kingdoms) Wall of Fire



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When Darius was released twelve years ago in the arcades I was immediately hooked.

Creating a shooter that took up three monitors worth of screen space was ingenious. Over the years its many descendants gave minor gameplay and major graphics improvements to the original Darius theme (but with less screens!), but even up through Darius Gaiden, the game remained fundamentally the same.

by Art Shinnick

Now with the release of G-Darius, fans like myself have gotten much much more than anyone could expect out of a shooter series over a decade old. I'm very pleased that the developers have added the innovative Capture Ball and Alpha Beam system into the game, making it more than simply "Darius 3D." I'm also happy that THQ is releasing G-Darius domestically; now gamers this side of the Pacific can enjoy a truly great shooter.

Zone Map



General Strategy

Aside from sheer reflexes, the key to mastering G-Darius (and attaining a high score) is mastery of the game's "Capture Ball" system. As in previous Darius games, most enemies appear in groups of roughly four to ten. Destroying each group of enemies will net an additional bonus score, which varies depending on the type of enemy. The method you use to destroy enemies also greatly affects the number of points received, as described in the table on the right:

Method Used To Destroy Enemy Group	Bonus Score
Normal shot	x1
Captured enemy's shot	x2
Capture Bomb	x3
Alpha Beam from normal enemy	x4
Alpha Beam from Enemy Captain	x63

Boss Strategies

Bosses in G-Darius are by far the toughest part of the game because they dish out so much firepower. The projectiles that bosses emit can be categorized three ways: Dumb, smart, and homing. Dumb projectiles move in a fixed pattern and are usually sprayed randomly or in symmetric patterns across the screen. These are fairly easy to dodge but in order to compensate for this, bosses usually unload tons of them at a time at high speeds. Smart projectiles move in straight lines, but are aimed at your ship's position at the time they're fired. Homing projectiles are the most annoying since they will chase your ship. It gets most complicated when you have to avoid multiple types of projectiles at once. I'll use the designation D, A, and H when referring to boss attacks.

During a boss battle, your most effective weapon is the Alpha Beam. It will inflict damage much faster than even a fully-powered Wave. A pattern common to all bosses is that you'll find enemies that can be captured if appear on the screen just before the boss begins to charge its Beta Beam. When the boss fires its Beta Beam, it can be a turning point for the battle; if you have a captured enemy, you'll have an opportunity to do some major damage, if you don't, it's very difficult to dodge (especially with the later bosses).

If you do have a captured enemy when a boss begins to charge its Beta Beam, fire your Alpha Beam at the same time and rapidly press the fire button—your Beam will counter (absorb) the boss' Beam and grow larger. If you don't press the fire button rapidly enough while your Alpha Beam is out, the Beta Beam will absorb yours instead. Some bosses fire more than one Beta Beam, so you can repeat this for each one. With a few bosses like Queen Fossil, you can get a Four Fold Counter where your Alpha Beam will practically fill the entire screen. A Double Counter is usually enough to totally destroy most bosses, so it's imperative to have enough Capture Balls to perform the technique to the first place. Some of the tougher bosses will try to shoot at you while charging their Beta Beam simultaneously. This creates problems since your ship moves very slowly while charging or firing the Alpha Beam. To decrease the risk of getting hit while charging, it's perfectly OK to fire your Alpha Beam out before the boss releases its Beta Beam. It's also OK to release yours even when the Beta Beam is out already. The Beta Beam will not damage you if you fire your Alpha Beam and then move into its path. Timing is not crucial.

This strategy will focus on the final boss battles, from zone Lambda to Omicron.

*Note: Because there are two different ways to finish each zone (upper area and lower area), the boss encountered behaves slightly differently at the end of each area. For example, at the end of Area II, Lightning Coreanus starts out on the right side of the screen, but in Area V, he starts out on the left hand side. Their movements are different but symmetrical. For each boss, I'll assume you've taken the upper area in that zone.

**Zone Lambda: Grand Cliff****Lightning Coronatus (Area U)**

Hey!—Lambda, Lambda, Lambda! LC's weak point is his entire head. He shoots fireballs (D) from his mouth and missiles (H) from his body. A straight electrical laser (A) will run out of its fin if you get in front of it. After flipping around on the screen a few times (avoid the extreme edges of the screen as he flips rather quickly), he'll start to throw ribbon-like lasers (H). Then, two claws will detach from the body and will try to run you. The claws are easy to dodge since you can see them rear backward before they come at you. Don't worry about the claws—concentrate your firepower on the head. Next, LC will flip around a few times quickly and a few capture-able enemies will appear. Immediately afterward, the claws will come out again charging the Beta Beam. If you can counter both of them with the Alpha Beam you should be able to destroy LC at this point. If you miss, LC's claws will come at you with a new spinning attack, and electric lasers (D) that bounce off the sides of the screen will come out of his mouth. LC will subsequently gather electric power in his body & release it in a series of large electrical laser bursts (D) that are difficult to avoid. He'll repeat this twice before charging the Beta Beam again. He'll then alternate between the two attacks until he's destroyed.

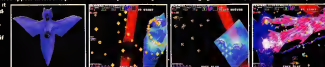
**Zone Mu: Great Fortress I****Heavy Arm Shell (Area W)**

HAS is really tough because some of his attacks are random. During the beginning of the battle and after he turns to the left side of the screen, he'll spew out enemies you can capture, however, he won't charge his Beta Beam until after he moves back to the opposite side. If he moves via the bottom part of the screen, he'll shoot ribbon lasers (H) and missiles (H). If he goes to the top of the screen, he'll shoot straight hovering lasers (H). If it's the latter, be careful not to get stuck on the right-hand side while dodging, otherwise, you'll collide with him. If you can't counter the Beta Beam, stay on the bottom portion of the screen so you'll still be able to attack the head. Immediately after, he'll release more enemies and will charge two Beta Beams. Again, stay on the lower portion of the screen if you can't counter. Next, HAS will use four different attacks before repeating his pattern. When he moves from the right side of the screen to the left, he'll throw a bunch of bombs upward while pausing in the lower center of the screen. If you stay in the lower left corner just above his head, you'll be able to avoid all the bombs and get some free hits in.

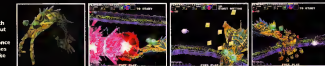
**Zone Nu: Genesis****The Embryon (Area V)**

The Embryon is G-Darius' toughest boss. It's composed of a disembodied head and a central core wrapped in a lobbly membrane. You can freely move through the membrane without taking damage. You can hit both the head and core, but since the head will regenerate almost immediately upon destroying it, it's best to concentrate on the core. The Embryon is really good at filling the screen with tons of dumb bullets during most of the battle. It will alternate between a human-like shape with the head on top and a diamond shape with the head right in front of the core. Occasionally it will disappear if you've destroyed it, then re-appear in another place. This is usually followed by an attack of large gold missiles (D). Since it releases cap-

turable enemies more often than it charges its Beta Beam, you should n't always wait for a counter. When it releases grey-colored enemies, a Beta Beam will usually immediately follow. In any case, if you don't see it charging right after you capture an enemy, it's usually best to go ahead and use the Alpha Beam anyway.

**Zone Xi: Great Fortress II****Accordion Hazard (Area W)**

It's important to have either a powerful Laser or Wave by the time you get to this guy because of the two claws that block his head. Missiles won't be able to penetrate through the claws quickly enough and you'll end up with a much harder battle. Most annoying are the tiny gold bugs that come out of AT's body and crawl along the screen. Despite being slow, they take a great deal of damage before getting out of your way. You can take them out by shooting them. When the Alpha Beam is things get too hairy. Sometimes golden Solidites appear on the screen. Don't get too cavalier with your Alpha Beam when they're out since they'll just absorb it all. Always fire two Beta Beams at once just after some capturable enemies appear, so it's not too hard to take him out quickly.

**Zone Omicron: Grave of Culture****Great Thing (Area U)**

The coolest zone in G-Darius also happens to have the coolest boss. The tiny chark enemies that spew out of Great Thing's mouth can be captured. You should probably wait until his side is to you to use the Alpha Beam. Watch out for the middle turret atop GT! If you time your Alpha Beam properly, you won't have to worry about dodging the lasers that come out of it (D,H). GT doesn't release his Beta Beam until approximately four minutes into battle, so it's not worthwhile to save captured enemies. To avoid the lasers (H) that come out of GT's tent, just move in small circles as they emerge (either counter or clockwise, depending on whether there's one coming at you from behind or the front of your ship). There won't be much space to maneuver, so be careful not to get too close to the tent. You'll be able to tell when he's ready to use his Beta Beam when you see the golden Solidites appear around his body. Even though they'll block your attack partly, he should be weakened enough for your Alpha Beam to finish him off.



Radikal
BIKERS

Developed by Atari

Once again, Atari brings us an everlasting fun-filled game that can truly be enjoyed by anyone who loves video games. A sort

of *Paperboy's Revenge* for the '90s, *Radikal Bikers* has

the player delivering pizzas instead of the daily news. Another cool aspect is that you can actually run over various types of obstacles (obstacles that blocked your path when you were the paperboy), including old women with handbags, animals and pedestrians that try to stop you from delivering that fresh, hot pizza before the competition does. On the way to getting the fastest time possible, you will encounter many shortcuts capable of significantly reducing your time. For this strategy, I'll focus on power-ups and the most difficult level in the game, Diaboli.

POWER-UPS

Whether playing a two-player simultaneous game or playing against a computer-controlled opponent, there are various power-ups and techniques that you will gain during the course of each level.

T
TURBO

Turbo A rocket boost that allows you to jump over cars and trucks for a brief period of time without them blocking your path.

BOMB

Bombs These allow you to utilize the "power-kick," which lets you knock away your rival's other vehicles that are in your vicinity. Remember, it is only possible to use this when you are either left or right of the obstacle.

+ H

Time Allows for extra time to complete the stage, usually one to three seconds.

+ \$

\$ This symbol rewards you with a plethora of extra prints!

?

? Randomly rewards you with one of the four items above.



LEVELS

Light (Margherita) An easy level with many shortcuts.

Medium (Capricciola) Not many shortcuts here, but loads of power-ups!

Hot (Diaboli) The most difficult of the three; countless obstacles, strategically placed power-ups and difficult-to-locate shortcuts.



Avoid curbs in this difficult level. The challenge of the four stages in "Diaboli" are the many vehicles and curves that await.



The tunnels in the advanced stages are tricky. Avoid swerving in and out of traffic, as there are few power-ups to encounter in the tunnels.



Hopefully, you will have a powerkick available to knock your rival into oblivion!



There will be many ramps to look out for. These are the only ways that you will be able to reach most of the power-ups.



Ride on the ramp of this semi truck to gain an edge over your adversary.



Maneuver your way carefully through traffic. An oncoming vehicle could annihilate you without warning.

After finishing one of the complete levels (each level has four stages), you will be judged on your ability to locate power-ups, shortcuts and bonus points. If you defeat your rival, you'll be rewarded with 50,000 bonus points!



Pocket Fighter



by Tyson
Rodriguez

ポケット
ファイター

Utilizing animation routines from *Super Puzzle Fighter II Turbo*, *Pocket Fighter* is a hilarious romp through the world of Capcom. While not as serious as most Capcom fighters, *Pocket Fighter* is just as much fun. The sheer amount of cameo appearances by various Capcom heroes and villains is enough to keep you hooked. Besides characters socializing in the backgrounds, each fighter can sometimes temporarily change into another Capcom cast member. See if you can spot any of the other Capcom favorites within! Special thanks to Robert Johnson.

Flash Combos

Flash Combos are the attacks that compose the combo system in *Pocket Fighter*. Each Flash Combo has four steps. The first step always begins with the Punch button. Once the first step is initiated, anything goes. For example, after your first step, Punch, you can perform another Punch followed by two Kicks. See each character for his or her respective combo graph.

Pocket Fighter has dozens of cameos. We've highlighted most of them. See what you can find!

The Capcom Japan's headquarters

These characters mean "friend love"

Guy, Rolf and Rose scope out the club scene

Pai Long chills

Shakim meditates

Mr. Teco, Segat, Bison and Adon peak at June

Hulk is a drummer!

Jon Talbain

Charlie eats his ramen

Birdie, Bison, Rolf and Sodom chow down

Doc Jay mixes drinks for Cammy and Honda

It's Gen

Victor and Blashmon share a meal

Adon is anti-social

The Blade Cyberbot towers behind Donavan

Look—a Shakim sign!

Is Birdie always in the men's room?

June is the cashier girl

It's a Ringo billboard

A hologram of June

Anita hangs out

Balrog admires Chun Li and Helen Ke

Leo believes reading is fundamental

What is Lilith doing?

Bison and Cammy window shop

Jon Talbain covers near BB Hood

Felicia takes a catnap

Tao tries to elude some Sasquatch

Blanka likes the shade

Who is he?

Shakim with wife and pet elephant

Vega likes snowboarding

Sasquatch and Balrog hold on for dear life!

Yun and Yang shred the rad!

Blashmon's dog

Hey, Demitri!

Rikuo fights off Blanka's pet snake

Segat's Thailand arena

Bison rides his sled, Rosebud

Blashmon gets a blunt

Bloragno's castle

Ghouls from Ghosts N Goblins

Talbain howls at the moon

Watch for Demitri; here, then reappear sitting on the floor

Demitri's concubine's fan kase?

Who's this?

Believe it or not, this is Jedah

An enemy from Wierd: Red Earth?

Pocket Fighter



Dan



Dan looks a fighter weaker than himself. He would like to have his first Sullypotype student. He knows Sakura is weaker than he is, so he wants to beat her!

Captain's favorite punching bag is just as amazing as he's ever been. Like Dan, Dan remains in his go for one flash. Other combos reveal Dan using what looks to be Takuma Sasaki (Shin Art of Fighting) to beat his opponent senseless. He also has a Japanese kimono while he hangs and even impersonates the King. What a wild and wacky guy!



Guardian	↓ ↓ ↓ + Punch
Crashdown	→ ↓ ↓ + Punch
Donkey Kong	↓ ↓ ↓ + Kick
Old Man Burt	→ ↓ ↓ + Special
Konyurika	→ ↓ ↓ + Special
Shinku Guardian	→ ↓ ↓ + Special
Shinku Guardian	↓ ↓ ↓ + Select

Chun Li



An animal has escaped from the zoo, and it's Chun Li's job to find this vicious beast and put it in its place. Let's just hope she doesn't confuse a curious celebrity with a wild animal.

The lively intergalactic officer is super-lucky. She mixes all Valerian and June from *Beavis and But-Head*, respectively. As all, she pulls out almost every weapon imaginable. As June, she mixes even June's combo from *SC*. When not impersonating other Capcom celebrities, Chun Li goes the way of the cheerleader or goes as far as to express her undying love for her opponent. She's definitely a great character to watch in action.



Lightning Kick	Press Kick rapidly
Kick-in	→ ↓ ↓ + Punch
Strong Bird Kick	→ ↓ ↓ + Kick
Spinning Bird Kick	→ ↓ ↓ + Kick
Mighty Combo	
Mega Kick	↓ ↓ ↓ + Special
Crash Guard	→ ↓ ↓ + Special
Super Bird Kick	→ ↓ ↓ + Special

Sakura



Always the super-chiefs, Sakura looks like she would like the wandering warrior to be her ally. Really for summer vacation. She'd love to find him and could have him, though.

Up to no good, the Japanese schoolgirl is another fighter who joins in on the shoyun act—donning the party, trip and weapons of choice. She also sports the "lightning bunny" (aka the *Shin Art of Fighting* series). Other occasions routines include a towel gag while in her bathing suit, as well as a tennis outfit and willy.



Madison	↓ ↓ ↓ + Punch
Shin-kick	→ ↓ ↓ + Punch
Spinning Punt	→ ↓ ↓ + Kick
Mighty Combo	
Shin-kick	↓ ↓ ↓ + Special
Shin-kick	→ ↓ ↓ + Special
Shin-kick	→ ↓ ↓ + Special



Tessa

P
K



Tessa is a devoted believer in magic. One day, while visiting some libraries, she runs across a story about the Blue Family. Apparently, they are in possession of a book that can change one's appearance. Hilarious! No just so happens to belong to the Blue family.

The young witch from Illinois has some unique attacks. She gets medieval and extremely dark in her standard combo set. Other times, she might pull out the snake and goyle, then chains them both while breaking your rib. But to be on the sidelines by David Copperfield, Tessa can pull a doublet out of her hat and send you to the moon on a rocket. Her Rock Flash Combo has her in a robot suit that could be Hail's sister.



Dragon Flame	→ + ↘ + Punch
Reeling Island	→ + ↘ + Punch
Dragon's Breath	→ + ↘ + Kick
Mighty Combo	
Auto Cannon	→ + ↘ + Special
Unouchable Force	→ + ↘ + ↘ + ↘ + Special
Dragon Apocalypse	→ + ↘ + Special

Zangief

P
K



Zangief is sent on a diplomatic mission to get the famous star Polka to perform in his homeland. This isn't his easy task—Polka has a mind of her own.

The Russian bear has a Flash Combo series on which he progressively evolves from an ape to a woman to a coconut. You can almost hear the coconut dance as he begins the traditional Russian dance in another Flash Combo. Not particularly sticky when it comes to inflicting pain, Zangief will beat you senseless with construction equipment or slay you with a coffee table. He also enjoys impersonating Mexican wrestlers.



Spinning Pile Driver	Rotates the O-Pad 263 → + Punch + Kick
Spinning Cribbage	Punch + Special
Switching Pin	→ + ↘ + Punch
Mighty Combo	
Russian Bear	→ + ↘ + ↘ + Special
Heavy Bito	→ + ↘ + ↘ + ↘ + Special
Final Atomic Buster	Rotates the O-Pad 263 → + Special

Ibuki

P
K



School life annoys Ibuki; training has become too much for her to handle. An ex-coach once in Karaoke usually perfect, so off to Tokyo she goes. The nyma girl does a lot of traditional Japanese costume switches. She'll blow your candles out as a geisha girl and share you to death as a Japanese wife. Ibuki might point you black with a huge breath or get really sticky by re-arranging, then throwing you onto a bed.



Razorbit	→ + ↘ + Kick
A Ramen	→ + ↘ + Punch
Transverse Kick	→ + ↘ + Kick
Transaxial	→ + ↘ + Kick, Kick, Kick
Mighty Combo	
A Super Ramen	→ + ↘ + ↘ + Special
Tree Press	→ + ↘ + ↘ + ↘ + Special
Dashing Blade	→ + ↘ + Special

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by Ara Miskin
With Special Thanks to Atsushi Fukui

With its sexiest last-ditch effort of the Bomberman franchise, Hudson has taken a wild departure from the traditional trappings of a Bomberman game. In addition to being the first "1-Player only" game in the series, Bomberman Hero introduces new methods of locomotion including flying, jumping, and swimming—making gameplay approach that of a more conventional action/platform title. Despite all this however, Hudson has successfully retained the characteristic Bomberman look and personality that has made it so popular over the years.

Bomber Basics

The key to succeeding in Bomberman Hero is patience. Throughout the game there are few places where you're in immediate danger. Since there's no time limit, you can progress as slowly as you need to without consequence. What's more, in most situations you'll be able to attack enemies before they're even close enough to retaliate. As apparently shares little with its previous incarnations, however, one quality that seems to have stuck is the extra care the player needs to take to avoid getting damaged by his own bombs. This game goes beyond the "Make sure you're sufficiently far away from a bomb before it goes off" mentality. In particular, if you repeatedly throw bombs at the same location, each bomb will culminate in the explosion of the one in front of it and detonate just a bit earlier. What you get is a chain of explosions extending toward your character, which is doubly bad because now the bombs are exploding in your face instead of where you intended them to. The moral is that you can't just go around throwing bombs willy-nilly. In the first half of the game it's probably more advantageous to prevent your bombs from getting too powerful. However, during the second half of the game, that extra power will be crucial.

Bomberman's Universe

However, some levels have two exits each allowing access to a different subsequent level. This means you'll have to play through certain levels twice if you want to get access to every level within a given area. Also, there are 24 Dimensional Items: a (P) refers to these as "B. Bomb #1" to recover, two in each area of the first four stages. I'll give detailed information about these further on.

Clear Points

Depending on your score at the end of each level, you'll receive between one and five Clear Points. I'll refer to the minimum number of points necessary to get five Clear Points as "MPN." After clearing a stage, you'll be assigned one of five medals depending on your total Clear Points. Since you can play through each level as many times as you want, you need not earn all five Clear Points the first time through. Additionally, the number of Clear Points recorded for a given level is the maximum you've earned out of all the times you've completed it. This means that if you've previously earned five Clear Points for a certain level, if you play that level again and you earn only one Clear Point, you'll still have five clear points recorded for that level. To earn a gold medal, you'll have to get five points for every single level in that stage. In order to reach the secret sixth stage, you'll have to get all five gold medals.

Quitting

You can exit from any level at any time, whether you've previously completed it or not. You can enter a level, pick up a Bomb power-up or 1up, then exit while still retaining it. However, if you pick up items like Dimensional Bombs, you will have to complete the level the normal way in order to keep it—even if you've previously finished the level.

Stage 1 Cumber World

+ Area 1: Bombar Base

1 Battle Room

MPN: 3500

2 Hyper Room

MPN: 3000

Here, there are two different exits. The normal exit is at the top of the conveyor belts will open access to the Heavy Room, while the hidden exit beyond the opening on the left hand side will allow access to the Helena Room.



3 Hatena Room

MPN: 3500

4 Heavy Room

MPN: 4000

D.Bomb #1 is located atop the 2nd column near the beginning of the level.



5 Sky Room

MPN: 3500

D. Bomb #2 is on a platform to the left of the ship.





→ Area 2: Badder Forest

- 1 **Blue Cave**
MPN: 2500

- 2 **Hole Lake**
MPN: 5000

- 3 **Red Cave**
MPN: 5000



Once again there are two possible paths here. The east hallway through the level will take you to Dark Wood, while the exit at the rightmost screen in the level will allow you to explore Big Cannon.



- 4 **Big Cannon**
MPN: 5000

- 5 **Dark Wood**
MPN: 1500

D. Bomb #3 is on a platform on the right hand side near the beginning of the level. Run into the white tornado to reach the upper area.



- 6 **Dragon Road**
MPN: 3000

D. Bomb #4 is behind the fence about halfway through the level. You can create a hole by bombing the fence.



- 7 **Vs. Nitros**
MPN: 4000

You'll have to face Nitros once in each stage. He's fairly easy to beat, but make sure you always throw bombs at him instead of kicking them, as he can easily kick them back to you. Your best opportunity to get a hit is when he starts jumping to try to avoid your bombs. The floor you stand on is covered with various colored tiles. The red tiles will damage you, while the green and blue ones are where Nitros must stand in order to perform his special attacks. Five hits will remove him.



→ Area 3: Peace Mountains

- 1 **Circus Valley**
MPN: 3000

You can reach D. Bomb #5 by climbing up the cliff on the right hand side at the beginning of the level.



- 2 **Great Rock**
MPN: 3000

D. Bomb #6 is on a small ledge in the middle of a long drop on the right hand side of the level.



- 3 **Fog Route**
MPN: 2500



- 4 **Vs. Endol**
MPN: 8000

The key to beating Endol quickly enough to reach the MPN is to move as little as possible. When the electrical beams rotate around the area, just stand in place facing Endol and jump whenever a beam passes near. After three hits, he'll come down off his pedestal to attack. Three more hits will finish him off.



Stage 2 Planet Prime

→ Area 1: Estam Forest

- 1 **Grook's Hill**
MPN: 5500

- 2 **Bubble Hole**
MPN: 6000

The holes where the bubbles emerge from in this level will warp you to various parts of the stage if you jump into them. Jump into the hole at the end of the level to reach the ledge where D. Bomb #7 lives.



- 3 **Iras Lake**
MPN: 4000

When you reach the end of the first part of Iras Lake, you'll encounter a well with five holes. Each one will warp you to a different part of the level. The center and upper-right holes will take you right back to the front of the well, and the lower-left hole will take you back to near the beginning of the level. The upper-left hole will eventually lead to a path that will open up access to the Alpha Canal. The lower-right hole will lead you to the Beta Canal.



- 4 **Alpha Canal**
MPN: 3500

- 5 **Beta Canal**
MPN: 3500

D. Bomb #8 is on a platform above the canal just after the long slope.



→ Area 2: Prime Castle

- 1 **Gerongo Rock**
MPN: 2500

- 2 **Water Pool**
MPN: 4500

D. Bomb #9 is located near the end of the level.



You'll find two exits at the end of the stage adjacent to each other. The upper exit will open the route to Mirian Road, and the lower exit will open the route to the Warp Room.



- 3 **Mirian Road**
MPN: 3000



- 4 **Warp Room**
MPN: 2000

D. Bomb #10 is behind a transparent wall in the Warp Room.



- 5 **Underground Prison**
MPN: 1000

- 6 **Vs. Nitros**
MPN: 3000



Area 3: Big Clock Tower

1 Killer Gate MPN: 3500

D. Bomb #11 is under a ledge on the left side about 2/3s through the level.



2 Kuru Kuru Tower MPN: 2000

D. Bomb #12 is at the top of Kuru Kuru Tower. However, the level's exit is below it. To reach the upper region, you'll need to activate a switch on some floating platforms near the spikes that emerge from the ground next to the exit.



3 Snake Route MPN: 2000

4 Vs. Baruda MPN: 6000

Here, you'll be in Bomber Copter mode to battle Baruda. Aiming your bombs will be exceedingly difficult, so in order to compensate for this make sure they're at maximum power. Six hits is all it takes.



Stage 3 Planet Canathia

Area 1: Ravana Volcano

1 Hell Crater MPN: 2500

2 Magma lake MPN: 6000



3 Magma Dam MPN: 6500

Bomb the second dam opening to reveal D. Bomb #13 under the rock. This action will also open both exits in the level. The exit closer to the second dam leads to Suspend Through and the other exit will lead to Crystal Hole.



4 Crystal Hole MPN: 5000

Near the level's exit, if you fall down the ledge on the right hand side where one red and two blue crystals are, you'll end up on another platform where D. Bomb #14 lies.



5 Suspend Through MPN: 5000



Area 2: Death Pyramid

1 Death Temple MPN: 2500

Once again you'll find two exits in this level. The exit near the beginning of the level will take you to Death Garden, and the other one will take you to Death Road.



2 Death Garden MPN: 3000

At the top of a difficult climb of various platforms you'll find D. Bomb #15.



3 Flotson MPN: 2500

D. Bomb #16 is in a conspicuous place on the floor just under the exit.



4 Aqua Tank MPN: 2000

5 Aqua Way MPN: 3500

6 Vs. Nitros MPN: 3000



Area 3: Canathia Temple

1 Devil Coaster MPN: 5000

Here's the location of D. Bomb #17 near the end of the level.



2 Hell Corridor MPN: 3000

D. Bomb #18 is on the leftmost side of this level.



3 Mad Coaster MPN: 3500

4 Moveston MPN: 3000



5 Vs. Volban MPN: 5000

Volban's weak spot is his face. After you hit him there twice, a shield will surround his whole front body. You'll have to hit his tail to further damage him. Getting around to his back is a bit difficult because he always tries to face you. It will take good aim to successfully lob a bomb at his tail before he gets a chance to turn around. After three more hits, his shield will disappear and you'll be able to hit him in the face again. Bomb him in the face two more times and he's history.





Stage 4 Planet Mazon

Area 1: Roocy Jungle

1 Roocy's Woods
MPN: 4500

If you destroy all the snowmen skiing back and forth in this level, two platforms will appear allowing you access to the upper area. D. Bomb #21 is on the left side.

2 Jungle Falls
MPN: 3500

D. Bomb #19 is located just before the second exit in the level.

The first exit leads to Cool Cave and the second one leads to Freeze Lake.

3 Freeze Lake
MPN: 20004 Cool Cave
MPN: 5000

D. Bomb #20 is in the left-most part of this level.



Area 2: Monsnow Mountains

1 Snow Land
MPN: 35002 Blizzard Valley
MPN: 30003 Snow Skeeet?
MPN: 15004 Heaven Sky
MPN: 6000

D. Bomb #22 is hidden behind a large floating statue about halfway through the level.

5 Eye Snake
MPN: 4500

Area 3: Mazon Dome

1 Vs. Nitros
MPN: 30002 Air Room
MPN: 3000

D. Bomb #23 is near the top of the level. In the center. Jump onto the air duct just below to reach it.

3 Zero-G Room
MPN: 4000

You'll find the final D. Bomb in the right corner of the upper level of this level.

4 Mirror Room
MPN: 20005 Vs. Nethia
MPN: 4000

When you first encounter Nethia, she'll be flying around and avoiding problems. But you'll have to fight her one-eyed robot sidekick first. You can make Nethia go away temporarily by bombing her twice, but this won't necessarily make the battle any easier. The robot's weak

point is its eye. It will shoot out missiles and a laser occasionally. The key here is not to get too excited. You can avoid the laser by staying sufficiently far away from the robot. The missiles can be easily confused by running in large circles around the platform. Whatever you do, do NOT jump in the air while the missiles are out or you'll surely get hit. After hitting the robot four times, Nethia herself will come out. She'll attack by jumping near you and either cracking her whip or throwing knives. Both can be easily jumped over. Once the attacks, she'll jump off the screen again and re-appear again in another place. Because she tends to jump nearby, you should simply stand in one corner (but not too close to the edge) and wait for her to appear, then throw a bomb right away. If you're lucky, she'll re-appear in the same place and you won't even have to change your position to attack again. Six hits will take her out.



Stage 5 Planet Wadwoth

1 Boss Room 1: Endol
MPN: 8000

Endol's pattern is really easy. Just move out of his way right after throwing a bomb at him. Sometimes he'll electrify the entire area, but it won't matter much if you have enough HP. Hit him five times to kill him.

2 Boss Room 2: Baruda
MPN: 7000

Here, you'll have to battle the second stage boss without the aid of the Bomber Copier. His head is his weak spot. Baruda will fly around the room fairly high, so it will be difficult to get a hit in. However, if a hit is made, he will jump up and throw a bomb at you. If it hits before he reaches you, he'll take damage and his attack will fall short. Repeat five times.

3 Boss Room 3: Nethia's Robot
MPN: 5000

Nethia's Robot behaves the same way as before, except that his laser now extends to the entire length of the room and he moves around by disappearing and re-appearing into different parts of the level that surround the area. Use this opportunity to cut some easy hits in. Bomb his eye six times to destroy him.





4 Boss Room 4: Nitros MPN: 5000

The final battle with Nitros is really tough. He'll have all his previous attacks at his disposal, plus the red tiles are in highly annoying positions. Use the same strategy as before to take him out. As before, five hits will do the job.



7 Vs. Bagura MPN: 1000

Bagura has three different forms for you to face. In his first form, he'll run around the area throwing fireballs and trying to run into you. Because he moves so quickly, you should have your bombs completely powered-up before facing him. After you bomb him six times, he'll turn into a retarded helicopter-like figure. You'll see these of them, but only one is the real Bagura. Throw a bomb at each one until you hit the real Bagura. After four more hits, he'll transform into a tank with two arms. You'll have to bomb each arm six times to destroy it. In order to make most efficient use of your time, once you bomb one arm successfully you should try to hit the other one immediately after and continue alternating between the two. Finally, after destroying both arms you'll have to bomb the center three times to permanently take him out.

5 Boss Room 5: Volban MPN: 5000

The battle with Volban takes place underwater. The missiles he shoots out move fast and turn even faster, at first they may seem impossible to dodge. However, if you move toward Volban (he'll retreat to keep your distance constant) and move in a very wide circular pattern around the openings where his missiles discharge, they'll just miss. If you fire a round of bombs whenever you're in front of Volban (while still moving in circles), and your bombs are sufficiently powered-up, you'll most likely score a hit. If you get to the end of the corridor, simply do the same motion while moving backward. Five hits will suffice.



6 Boss Room 6: Methia MPN: 6000

Now, you'll have to fight two Methias at the same time! You must hit either one of them a total of eight times to clear this stage. To further complicate matters, tiny robots will constantly fall from the sky and land on the center of the platform. Although they can indeed put a hurt on you, they don't really attack, so it's best just to avoid them. Use the same strategy as your previous battle with Methia and you shouldn't have any trouble.



Stage 6 Planet Gothic

If you have all five gold medals and have collected all the D. Bombs, you'll be able to play the sixth stage.

1 Outer Road MPN: 2000

2 Inner Road MPN: 3000

3 W. ??? MPN: 3000

The very last boss in the game is actually easier than Bagura. You only need to bomb him seven times to destroy him. The only



time he's vulnerable is when his wings are spread apart. He has a swooping attack much like Barade in Stage 5, except that he won't stop short if you hit him. Don't get too close to him, otherwise he'll try to cut you up with his sickle. He also has an attack where he changes color then releases a wave of blades that radiate outward. You can jump over all of the blades if you're able to anticipate this move.

Bonus Options

- After finishing Stage 3 with all gold medals, you can access the Slider Race in Option mode.
- After acquiring five gold medals, you'll have access to Golden Bomber. Here, you'll be able to play three extra stages.
- After finishing Stage 6, you'll receive the final bonus option, Mirian's Treasure Hunt. You'll have to find 24 items Mirian has left in the first four stages. Fortunately, they're easier to find than the D. Bombs. Here are the locations of all of them.

Stage 1



Hatena Room



Sky Room



Big Cannon



Dark Wood



Greet Rock



Fog Route

Stage 2



Grook's Hill



Bubble Hole



Gorongo Rock



Mirian Road



Killer Gate



Kuru Kuru Tower

Stage 3



Hell Crater



Suspend Through



Death Garden



Aqua Way



Devil's Conster



Moveston

Stage 4



Roocy's Woods



Jungle Falls



Snow Sket



Eya Snake



Air Room



Mirror Room

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1998

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After nearly five years of development, the spiritual sequel to *Out of This World* and *Flashback* is finally complete. In my opinion, it was worth the wait. The animation and attention to detail are phenomenal. The cinematic opening and cut scenes are among the best I've ever seen on the PlayStation.

The game follows the adventures of a young boy named Andy, whose dog Whiskey has been stolen by the henchman of an evil creature known only as the Master of Darkness. Andy happens to be something of an amateur inventor and sets off to find his pet with the aid of a homemade transdimensional flying machine and lightning gun.

The game plays a lot like *Out of This World*, with many unique situations often calling for thoughtful solutions rather than raw power. Each level presents new sets of challenges and techniques to learn. Fans of recent games like *Oddworld* will definitely want to give *Heart of Darkness* a go.

There is so much in *Heart of Darkness* that is more rewarding to discover on your own. This game can be brutal, but generous restart points and unlimited lives make progression a surmountable challenge. Here, we will walk you through the first three levels to give you a solid grasp of the basics; from there, you're on your own.

The Basics

Andy can walk, run and jump with the best of 'em. He automatically tiptoes when necessary and climbs a wide variety of surfaces with ease.

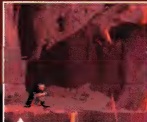
Holding the Jump button down after making a jump causes Andy to grab onto vines or climbable areas he passes. Tapping the Jump button quickly after the initial time results in a double jump, good for clearing long gaps or leaping over enemies.

Andy starts the game with his trusty lightning gun, but, throughout the course of the game, new and different weapons become available. Learning and mastering each of them is key to survival.

Level 1 Canyon of Death



This shadow is actually an enemy that can knock you off the ledge and kill you. Use the lightning gun on the hanging skeleton to destroy it.



The skinny Shadowmen grab Andy and hold him in place. Slowly rock the D-Pad left and right to throw them off.



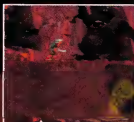
The lightning gun causes this rock formation to collapse and release a whole slew of angry Shadowmen.



These Shadow Dogs will knock you from the cliff unless you double jump over them.



Wait until the Shadowman that is slamming the ground does his thing, causing the Shadowman lurking near the ladder to be thrown into the air, where you can zap him with the lightning gun. If you try to climb the ladder without destroying him, he'll eat poor Andy whole!



This giant slug eats Andy's lightning gun, and it'll eat Andy too, unless you run past it as quickly as possible.



This Shadowman sneaks after Andy across a precarious rock bridge...



...where it is destroyed by this beam of sunlight.



A friendly Shadow Lizard teaches Andy how to climb.



Jump up and down on this platform to progress onward.



Climbing up to this bone knocks it down and forms a bridge leading to a short upward climb and the end of the level.



Level 2 Swamplands



Pulling this vine lifts the barrier, allowing Andy to pass.



In *Heart of Darkness*, there's good water and then there's bad water. This is bad water—don't fall in!



Wait for the Vine Snake to eat the firefly before attempting to pass. When you reach the lily pad at the far side, climb up to the higher level before moving to the next screen.



Before you freak out, you should know that it's usually safe to cross here only when the middle Vine Snake is eating a firefly.



This is an example of good water—lifesaving water in fact, since you'll need to duck down in the deeper sections to avoid some pesky diving Shadowbats here...



...until you come to this beam of sunlight, when they stupidly try to chase you right into it.



Jump and grab this "vine" from the ledge here to reveal that it's actually a Vine Snake that was lying in wait for you on the mountain pass above.



Head right into this dim corridor—before you climb to the top. While the Vine Snake is preoccupied with its lunch, jump into the firefly nest to release a bunch of them. Now head back and make the climb upward.



As long as you released the fireflies below, this room will be filled with them and the Vine Snakes won't be quite as anxious to chow down on Andy. Wait until the closest creature is eating, then run and leap across the chasm and into the next room.



Here again, it's usually safe to make a break for it when one of the Vine Snakes is eating. If you're quick, the others will snap at Andy but miss.



Push this rock to send Andy careening down a stone slide and into the next area of the swamplands.



After his fall, Andy ends up hanging upside down from a vine. Don't let him hang around too long, though, or he'll become supper for a giant Swamp Slug. Rock the D-Pad left and right to swing toward the branch.



When he reaches it, Andy will automatically wedge it into the jaws of the giant slug and swing out of danger—well, immediate danger that is; you'll still need to swim like mad for the shore on the next screen as the enraged monster gives chase.



After climbing this tree, you'll find a Shadowbat harassing a harmless-looking winged creature. Jump onto the vine to release a sunbeam and disintegrate the evil beast. After a brief cut scene, you're off to Level 3.

Level 3 Magic Lake



Andy is dropped into a deep lake. Swim quickly toward the bottom or a well-aimed fireball will follow Andy under the water.



This eerily glowing rock may seem dangerous, but it actually gives Andy his second weapon: the ability to shoot energy blasts from his hands! Unfortunately, you can't use it underwater, so proceed carefully to the right.

Heart of Darkness



With his feet back on dry ground for the moment, Andy gets to try his newfound power on this pile of rocks that is blocking the path. Tapping the Fire button produces a quick, but weak, blast, while the Special Power button creates a powerful blast that takes a few seconds to charge up.



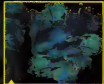
The powered blast also causes these little brown seeds to sprout into climbable vines, and also to revert to seedlings again.



Here's another example of bad water. Those little black things swimming around are Shadow Piranha. (You don't want to see what happens to Andy if he falls in there!) Kick the seed into the water and it will drift to the far side and settle there. Use a powered blast to turn it into a vine, then climb the brightly colored fungi to the platform over the water. Carefully back up and perform a perfectly timed running jump to the vine.



These anemone-like Sea Cavities create strong currents, usually sucking Andy right into their mouths. Stay as far away as possible and fight the current.



Watch the bubbles in front of the Sea Cavities. Some of them—like this one in the lower left—actually push you away rather than pull you in. Use this to your advantage as you negotiate the maze of underwater caverns.



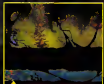
Use Andy's full-powered blast to temporarily choke the Vine Snakes, then carefully climb down through this room.



Here's some more of that bad water. Before you traverse this area, you'll need to find some way to get the current flowing, allowing that floating seed to move up onto the platform. Head to the left.



After making your way past a couple of angry Vine Snakes, you'll meet a new monster, the dreaded Balloon Worms. They pop out of holes in the wall and are difficult to avoid. A powered-up blast will kill them, but they'll often snatch Andy before he has time to get a shot off. The best advice is to run through the room and quickly climb down on the far side.



Swim slowly toward the right edge. As soon as you enter the next screen, some rocks (which blocked the water current) will be knocked out of place and you'll be sucked into the Shadow Piranha-infested waters, unless you quickly turn and head back the way you came.



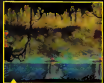
Head back to this room and turn the vine into a seed, then kick it over to the next cavern and right into the water.



The seed will float to the platform, bumping off another seed, which then floats to the next screen. That's okay: it's what you want. Send a power blast across the screen to the seed at the far right, then hit the seed on the platform in the middle of the screen. Now, a couple of quick jumps will get you safely across.



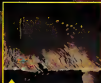
While still on the vine to the far right, charge up a power blast and revert it to a seed, which you'll kick into the water on the next screen.



With both of the seeds in place on the small islands, it's a simple matter to turn them into vines and make your way across the room to the exit near the top of the screen.



This room will challenge your timing to the max. Slowly climb upward while nailing the Vine Snakes with charged blasts. You may have to hit them a couple of times to ensure that they don't wake up. Once at the top, jump to the platform and immediately duck and begin firing normal shots as fast as possible as the Shadowmen start falling from the ceiling.



Don't dawdle in this room—a serious mob of Shadowmen will start chasing you almost immediately. You need to sprout a seed in the next room, then quickly climb to safety on a high platform.



From the safety of the platform, you can pelt the Shadowmen with energy blasts until they're all gone. In the next room, be careful of the many Shadowmen dropping from the ceiling. Again, ducking normal blasts should mop them up as they hit the ground. After that, it's a short walk to the end of the level.



Last issue, we gave you the lowdown on some of the best drive-by action available on the PlayStation with our Vigilante 8 guide. This month, we're back for more. Herewith are some codes you might want to use in solo or multiplayer battles. You aren't restricted to using only one code; that is, if you input the Monster Wheel code, you can input the Gravity Reduction code as well.

Note: These passcodes are to be entered at the Options screen. An underscore (_) denotes a space in the passcode. The passcode system works with lowercase and uppercase letters. Very special thanks to Julie, publicist extraordinaire at Activision!



by Tyrone Rodriguez

Large Wheels

Passcode: **Monster Wheels**



This code more than doubles the size of your vehicle's wheels.

Character Vs. Same Character

Passcode: **Same Character**



The Same Character passcode permits more than one person to use the same vehicle.

Less Gravity

Passcode: **Reduce Gravity**



Entering this code changes the physics of vehicles, making them react as if they were on the moon.

More Intelligent AI

Passcode: **Hardest of all**



Enemies are more tenacious and aggressive if this passcode is entered.

No Enemies

Passcode: **Go Sightseeing**



Using this code allows you to enter an Arcade Mode game with no other vehicles to hinder exploration.

Unlock All Secret Characters & Levels

Passcode: **WMNNWLHTSCUCLH**



The implementation of this passcode releases all secret characters and levels and allows you to view each character's ending.

Invincibility

Passcode: **I Will Not Die**



This passcode grants you invincibility. Your vehicle will not sustain any damage.

Powered-Up Enemies

Passcode: **Deadly Missile**



All enemies will have so many weapons at the outset of the battle with this passcode.



This ultra-cutesy 10-piece set of Tekken 3 figures can be found for about 30 bones. The set is comprised of primary Tekken characters...before "time release".



COOL ZONE

With so many awesome toys and gadgets this month, we could barely squeeze 'em all onto two pages! Let's not waste another second—let's go!



you da bomb!

Bomberman may be busy starring in two new games this fall, but that's not stopping Hudson's main man from coming out with some way cool gear! While no U.S. releases have been confirmed for any of the items pictured here, we couldn't resist showing you this stuff anyway (you may want to special order). Among the items on display: A Bomberman clock, sports bag and Hudson baseball cap bearing the letters "Hu". Some knowledgeable readers might recognize the Hu logo from the early '90s TurboGrafx-16 game system, which used a cartridge format known as HuCard (Hudson co-created the TurboGrafx-16 hardware along with NEC). Japanese B-Man fans have a huge selection of goodies to choose from. Local shops carry everything from stickers to wall scrolls to calendars.



Copcom has been known for its great female character designs. It recently commissioned a company to create five-inch tall resin figurines of Morrigan (from Darkstalkers), June (from Star Gladiator) and Chun-Li (from Street Fighter). If you do decide to purchase any of these resin figures, you may want to lock them away in a vacuum-sealed storage vault—they are extremely fragile! (Morrigan and June shown.)



Tiger Electronics is taking big time classic video games end and shrinking 'em down to the size of a pager! There are two arcade games available, Joust and Defender—plus, one of the greatest Atari 2600 games of all time: Kaboom! These little LCD games come with a key chain attachment, so there's no excuse to ever be without your favorite hobby!



Seen in arcades in Japan, Densha De GO! (which roughly translates to "Go by Train") is now a pocket key chain LCD game. Along the lines of the Tiger games series, this mini version of the popular train sim plays as close to the original as possible (for an LCD game.) It even features a variety of landscapes as you pass through Japan!

The Color Game Boy is on its way here, but what you may never see is the Game Boy Light. This handy dandy new generation Game Boy is smaller than the original Game Boy but slightly larger than a Game Boy Pocket. The indigo-tinted backlight maintains good consistency throughout while remaining very pleasing to the eye. The new backlight and improved screen can really breathe new life into games of old. The Game Boy Light comes in platinum and silver finishes. Expect other colors to follow! (Silver model shown.)





Cool Zone



Spider-Man and Electro



Mister Fantastic and Invisible Woman



Spider-Man and Spider-Woman

Say hello to the ASCIIWHEEL 64! This nifty new driving wheel is officially licensed, tested and approved by Nintendo and features a ton o' features like turbo setting options, built-in D-Pad and adjustable steering column. Since the device is so compact, you can prop it on your lap and drive almost effortlessly. The wheel folds up, too, allowing it to be stored in tight, out-of-the-way spots (such as under a bed, for instance.)

Now this is hot! Tyrone spotted this Destroyer "toy" at a collector's shop. This monstrosity comes unassembled, but that's the fun part—once the endoskeleton has been built, the framework is then inserted into a rubber body. Bury the batteries and—ah-deeah!—you have a walking, screaming Destroyer. Aw, yee-uh!



Even if you thought the movie was lame, you've just gotta love this \$100 giant-sized Godzilla! The monster, nearly two feet tall, is capable of "digesting" smaller action figures. To retrieve those who have been eaten, all you have to do is open the compartment in Godzilla's back. This is truly a superior-quality toy!

In preparation for Jeff Gordon Racing for the PlayStation, ASC was kind enough to give members of the press a super-detailed die-cast metal replica of Jeff Gordon's Monte Carlo. This puppy has a working hood, trunk and suspension.

Prepare to be blown away. Famous Covers collectors: A trio of limited edition 2-packs are on the way, courtesy of Toy Biz! In August, Mister Fantastic and Invisible Woman will go on sale exclusively at Target stores. Key-Bee Toys also gets in on the action in August with an exclusive of its own: A Spider-Man/Spider-Woman 2-pack (each figure sports their black costume). Possibly the best set of 'em all, though, is the Spider-Man/Electro 2-pack, available in October exclusively at Target. In this set, Spidey comes outfitted in his trademark blue and red threads. Electro has a way cool removable mask, too! The production run for each of these 2-packs has been limited to a measly 12,000 pieces, so get it if you're interested, you'd better get out there and get some... pronto! Oh, and be sure to bring a brick along—you'll wanna use it to beat the tar out of Jim as he tries to run off with the last one!



Get ready to cheat like you've never cheated before! Interact has a brand new product on the way, and it's called the DexDrive. The DexDrive is a memory card port that attaches to your PC. Using the DexDrive's graphical user interface, you can archive game saves to your computer's hard drive, attach saves to emails and send 'em to friends. The DexDrive is available for both the PlayStation and Nintendo 64 at a suggested retail price of \$49.95.

INTERACT

DexDrive for the N64



DexDrive for the PlayStation

The folks at EA had some Need for Speed III promotional 1/60 scale models done up by Paul's Model Art. Jim got his hands on the Ferrari Maranello. While it's more a collectible than a toy, the two-inch long buggie really captures the silver bullet right down to the quad exhaust system.



Here are some more Virtual On action figures to whet your appetite. On the left is Radden, ready to kick some titanium booty. New to the Virtual On toy line are limited-edition "Player 2" versions of some of the Virtualoids. Seen at the right is Tamjin in Player 2 colors.



SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 82 and 83? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tip & Trick Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



FINAL FANTASY VIII

Square Electronic Arts • Possible: 1st Quarter 1999 • 1 Player



Squall Leonhart, one of the starring characters in *Final Fantasy VIII*.



FINAL FANTASY VIII

Last year's *Final Fantasy VII* was a tremendous hit—both here and abroad—and Square has every intention of shattering the minds of hard-core RPG players by making this next installment even more mind-numbing.

Square waited no time after the release of *Final Fantasy VII* and quickly went to work on the sequel. Upon initial inspection, *Final Fantasy VIII* has a much more serious look to it, departing from the deformed characters found in *FF VII*. There are two heroes in *FF VIII*, both of whom are male: Squall Leonhart and Laguna Loire. The game follows each man and their separate adventures until they meet up. How Square will incorporate the two stories is a mystery, but there is much speculation as to how it will be done—separate disks, a "zapping" system like *Resident Evil 2*, etc. What is evident, though, is that *FF VIII*'s storyline is more about interpersonal relationships than straight-on action and adventure. The developers at Square hint that the new *FF VIII* logo indicates the gist of the story: Two lovers embracing. The designers also decided to remove themselves a bit from the dark, gloom and doom imagery seen in *FF VII* and go for a brighter, fresher-looking atmosphere. The Japanese release of *Brave Fencer Musashi* will include a playable demo of *Final Fantasy VIII*. Hopefully the US release will also include the very same demo disc. Square hopes to have *Final Fantasy VIII* released in Japan by December, so expect to see a full hands-on T&T update within the next couple of months!





RAYMAN 2

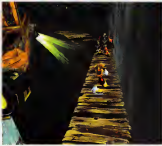
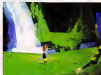
Ubi Soft • October • 1 Player



Possibly the biggest shocker since the D.J. verdict: Rayman 2!



Rayman 2 caused more than a few heads to turn at this year's E3 show in Atlanta. Somehow, Ubi Soft has managed to quietly assemble one of the most gloriously rendered games to ever show up on a monitor, and it's headed straight for the Nintendo 64 and PlayStation. In this sequel, Rayman—the goody guy with no neck, arms or legs—resides in a three-dimensional, Mario 64-type polygon world. As Rayman, the main objective of the game is to escape an intergalactic zoo and use the powers of your imprisoned buddies to unlock gateways to "Great Power." There are three distinct zones, or "universes," in the game, divided into ten levels each. With the help of analog controls, Rayman's advanced powers let him run, swim, fly, swing on vines and even rock climb! Of course, Rayman's greatest weapon is also intact: his magic fist. Tap an enemy on the shoulder to get their attention, then let loose with a charged-up knuckle sandwich. Slated for release in the fall of this year for the N64, PlayStation owners will have to wait until spring of 1995 (at the earliest) for their conversion.

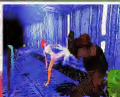


THE FIFTH ELEMENT

Activision • September • 1 Player



French developer Kalisto is back with *The Fifth Element*, a third-person-perspective action/adventure game for the PlayStation. A cleverly crafted title, Kalisto's *Fifth Element* was built around a modified Nightmare Creatures engine. Being huge fans of *Nightmare Creatures* (control problems aside), we were pretty excited when the first previewable rev hit the office. It didn't take us long to notice Kalisto has come a long way since *Nightmare Creatures* with regard to gameplay mechanics. *Fifth Element* is packed with puzzles, traps and ultra-intelligent enemies. The level of interactivity has increased by leaps and bounds as well—dozens of items such as crates, barrels and plate glass windows can be obliterated into next Tuesday at the touch of a button. At the start of the game, players can select to control either Korben Dallas or Milla Jovovich. Korben is a skilled action hero, while Milla must rely on *Nightmare Creatures*-type hand-to-hand fighting skills. Grab key cards, find hidden power-ups, teleport to new areas and blow the enemy away!



WORKS OF FULLY DESTRUCTIBLE NERF!





D2

Sega • Possible 1999 • 1 Player

D2 was the first Dreamcast game ever to be shown to the public and could very well be the flagship title for the console's Japanese debut in November. Originally, D2 was slated for Matsushita's M2 and then was pushed to the Saturn. Seeing that D2 was an innovative title, Sega decided to bring it out as a Dreamcast game. Kenji Eno, president/owner/creator of Warp games, reintroduces Laura as the main character. Other Warp "virtual actors" like Kimberly and David from Enemy Zero and the original D also make their appearances. D2 begins with the hijacking of a commercial airliner over northern Canada. The plane crashes into the cold mountains where Laura has to defend herself from radical terrorists. Unlike the pre-rendered 194V look and feel of past Warp projects, D2 features real-time polygon gameplay. D2's world is unimaginably massive thanks to the Dreamcast's incredible processing power. Anything that's visible to the player—no matter how far off in the distance (mountains, cities)—can be approached and examined! With scenes of Laura toting a submachine gun, it's evident that D2 is a clear departure from Eno's often serene titles.

One of the most respected game designers in all of Japan, Kenji Eno is taking steps to ensure D2 is nothing short of spectacular.



Laura appears in almost all of Kenji Eno's games. She's probably the world's first "virtual actress".



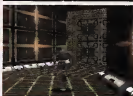
HYBRID HEAVEN

UPDATE!

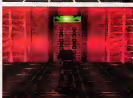
Konami • 4th Quarter 1998 • 1 Player

We first broke the story on this one in our December 1997 issue, and now we're back with more details. Konami's *Hybrid Heaven* is the type of action/adventure game N64 owners have been waiting for. Set in a sci-fi universe, players assume the role of John Slader and go on a mission to rescue the President of the United States from a hostile alien force. With *Hybrid*, Konami has thrown a variety of gameplay elements into the mix: players can explore their surroundings, solve puzzles and engage in combat. As the game progresses, players can watch as Slader changes in appearance and acquires enhanced abilities in order to better deal with the organic and cybernetic enemy life-forms that inhabit the solar system. Sure, *Hybrid Heaven* may be a bizarre name for a video game, but with graphics and gameplay this hot, who cares?

Judging by the shot below, players will need a steady thumb on the analog stick in order to safely guide Slader along narrow platforms.



Upon close inspection, you can see just how much detail has been applied to *Hybrid Heaven's* polygonal characters.





WILD 9

Interplay • September • 1 Player



After two different development teams and a lot of delays the size of the Great Wall of China, Wild 9 is shaping up to contain some of the best 3-D platform action on the PlayStation. Wild 9's claim to fame will be its gameplay and super-intricate storyline. Using "The Rig", Wex Major can literally torture his enemies to death! The death scene possibilities are endless. If you see a life-threatening obstacle or barrier in your path, chances are good that it can harm your enemies as well.



Wex uses the rig to place this unsuspecting grunt near a fan. This loser is gone with da wind!



ALIENS VS. PREDATOR

Fox Interactive • 4th Quarter 1999/1st Quarter 2000 • 1 Player

AvP was one of the games actually worth playing on the Giga-er-Jaguar fast-forward to 1998. Fox takes two of its biggest properties and works some new magic—PlayStation style. Set for release just before or after Christmas, AvP is looking good, with extremely detailed environments. Play as an alien, predator or marine in this first-person action shooter.

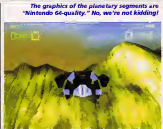
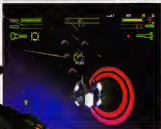
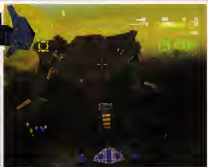


COLONY WARS 2: VENGEANCE

Psygnosis • December • 1 Player



Take our word for it, Colony Wars 2: Vengeance is awesome. The graphics generated during the planetary battle scenes approach the visual beauty of the Nintendo 64 (they're un-freaking-believable.) Aside from the amped-up sights and sounds, Psygnosis has improved the enemy intelligence from the original. Extra effort has been made to allow for more true-to-life physics. If you get flanked and are hit, expect to fly into a tailspin or out of control in one way or another. If you thought the weapons were cool before, you haven't seen anything yet; six new weapons have been added to the already formidable arsenal. Don't think we'll let this one pass us by; look for a flyboy's guide soon!



The graphics of the planetary segments are "Nintendo 64-quality." No, we're not kidding!



CAESAR'S PALACE 64

Cave • January 1999 • 1-4 Players

Forget what you know about previous gambling video games... Caesar's Palace for the 64 is unlike anything you've ever played before! There are three ways to play. You can dive right into your favorite casino games with Instant Play mode. Multi-Play mode allows up to four players to gamble simultaneously. It gets even better. With Adventure mode, the development geniuses at Lobotomy have created a "virtual Vegas" where players can interact with casino patrons and employees! Those short on gambling funds can even get a loan from the mob! Adventure mode allows players to use their winnings to upgrade rooms (yes, you actually stay in a room!), buy new clothes and purchase items at the hotel gift shop. We haven't been this excited about a casino video game since, well... ever!

"So ya need a little cash, huh? No problem. Just remember...you cough up the dough in two weeks or Bennie here comes lookin' for ya. Capesh?"



DARKSTALKERS 3

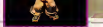
Capcom • October • 1-2 Players

Darkstalkers 3 features 18 characters, 14 of whom are returning fighters from Darkstalkers and Night Warriors. In addition to a training mode, there is also a brand-new custom combo "Dark Force" mode that gives players an opportunity to string together special moves. Visual Story mode lets you explore a virtual Darkstalkers museum to gaze at beautiful artwork and more! Excellent!



THE DIABOLICAL ADVENTURES OF TOBU

999 Studios • 4th Quarter • 1 Player



With its soaring, high-flying gameplay, Sony's Tobu finally gives PlayStation owners a taste of Penzer Dragon-style action. Tobu must rescue his uncle who's been kidnapped by the evil emperor, Nan Nitaku. Tobu has wings that give him freedom to fly just about anywhere over the mythical land of Tokoro. Players can jump, fly, dive, hover and attack enemies in order to progress through the game. Tobu must replenish his energy by landing on "charging station" platforms. Tobu can counter deadly spells, gather useful clues and trade seeds for extra lives. Supporting Sony's Dual Shock control pad, Tobu contains more than 30 tremendously interactive stages loaded with puzzles, enemies and, yes, even boss battles.



No rails here! Tobu features full 360° freedom of flight.





Select Games

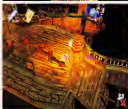


MEDIEVIL

Sony CE • October • 1 Player



Until Capcom decides to make a move, this is about the closest thing we're gonna get to a 3-D Ghouls 'N Ghosts. The undead hero in *Medievil* is Sir Dan. Using swords, daggers, axes, lightning rods and magic potions, Sir Dan must save the world from eternal darkness. Battle zombies and other crazed mutants in your journey through villages, graveyards and castles. The boss battles alone are worth the price of admission! *Medievil* is Dual Shock compatible.



HARRIER 2000

Video Systems • 1st Quarter 1999 • 1 Player

From the very same team that brought us *Aerofighter's Assault* comes *Harrier 2000*. Pilot the only "fixed wing vertical and short take off and landing aircraft" in the free world for the sole purpose of blasting baddies out of the sky. Use rocket launchers, 17 types of bombs and other weapons to survive. If you dug last year's *Aerofighter*, wait till you get a load of this!



DUKE NUKEM: TIME TO KILL

GI Interactive • September • 1-2 Players



A real man's man, Duke Nukem doesn't take any, um, doo-doo. TTK has our testosterone-filled pal travelling through time to rid the Earth of alien scum. Initially, we weren't sure what to expect from the switch to third-person perspective but now that we've had a chance to play the game, we're impressed. Featuring new weapons, advanced puzzles and lots of hidden items, this game rules! We suspect that some of the game's content may get cleaned up, though; at this stage, TTK is brimming with naughty-type graphics and dialog.



OMIKRON

Bides • 4th Quarter 1996 • 1 Player

In a parallel universe, there lies the city of OmiKron. Even though information on the game is a bit sketchy at this point, we do know that players will be able to freely explore their 3-D surroundings. Search the streets and the insides of buildings to communicate with toterfolk. Players can solve puzzles, fight enemies and pilot anti-gravity vehicles. Sounds pretty cool!



PENNY RACERS

THQ • October • 1-4 Players

Developed by none other than Takara (of *Battle Arena Toshinden* fame), *Penny Racers* has Motor Toon Grand Prix-like charm and much more. Based on the line of Penny Racer toys, this N64 game contains 9 courses, 14 different vehicles, a multi-player mode and nearly a hundred parts and weapons upgrades. There's also a way cool create-a-track feature!





ACTIVISION CLASSICS

Activision • October • 1-2 Players

Activision: God love 'em. This time the company has really gone above and beyond the call, cramming 30 classic Atari 2600 games onto one CD for the ridiculously low price of \$29.99. (Blick in '82, you'd pay that for a copy of Chopper Command alone!) Here's a list of some of the games included: River Raid, Airfall, H.E.R.O., Kaboom, Freeway, Grand Prix, Spider Fighter and Bamstom-

ing. Since the games featured on the PC compilation (released in '95) weren't 100% identical to the 2600 originals, we contacted a rep from Activision to find out more. We were told that the PlayStation disc would indeed consist of games that "look and play exactly as they did on the original 2600." Jump into the ultimate time machine and check this out!



JEFF GORDON RACING

ASC Games • 1st Quarter 1999 • 1-2 Players

ASC is putting everything it has into this great-looking stock car racing game. Jeff Gordon Racing is an arcade-style adrenaline fest featuring Gordon—one of the most successful drivers in NASCAR Winston Cup history—as your teammate. Super high speeds and futuristic courses make this one a real contender in the driving game market. Also coming to the Nintendo 64.



KULA WORLD

Payniala • September • 1 Player

Oh, this is good. Kula World (formerly known as Kula Quest) has finally made its journey to the U.S. Developed by Game Design Sweden, the object is to clear each topsy-turvy 3-D level by moving a beach ball across platforms and reaching the exit. The ball can be bounced over sections of a platform to avoid danger. There are mind-bending bonus levels, too!



Perfect Dark



Perfect Dark



D.D.T.



Rockman & Forte



Galtzy Gear



Tales of Destiny



Moto Racer 2



Dead in the Water



Rival Schools



Rival Schools



Thrill Kill



Thrill Kill



Thrill Kill



Thrill Kill

LAST MINUTE GAMING INFORMATION...

• It looks as if there's no end in sight to the "video games to movies" trend. There has recently been talk of a *House of the Dead* motion picture. We've heard that Dreamworks Interactive may be attempting to invest in the project. Things are at an extremely preliminary stage at this point; if we hear more news, we'll pass it along.

• Activision news! The company knows hot property when they see it: they're bringing *Quake II* to the PlayStation! Activision has also expressed interest in doing a *Vigilante 2* sequel! If plans for *V2 2* are given the thumbs up, the brilliant developers at Luxoflux seem to be more than ready. Luxoflux team members have stated that they intend to fully expand on the original game with fresh ideas. We've heard rumors that a sequel could even make an appearance on Sega's Dreamcast. Wow! Judging by the ungodly PlayStation version, we can't even begin to imagine how cool a DC Vigilante 2 would look like!

• Nintendo and Hudson have formed a new company: Manega. Translating to "Invitation Cloth", Manega will develop original games exclusively for the N64. When broken down, Nintendo holds the dominant position in the new company, with a 60% share.

• Speaking of The Big N, the company has also teamed up with Tokyo Electron Device to produce a *color digital camera for use with the Nintendo 64!* Called "Mario Photo", the camera will essentially function in a manner similar to the hugely successful black-and-white Game Boy Camera (released here in the U.S. back in June). The camera goes on sale in Japan November 16th (those lucky ducks get all the goodies first!) at a suggested retail price of ¥9,800 (\$70). We'll track down more details soon.

• Konami's *Demolition* is currently being developed for the PlayStation and heading for Japanese retail shelves sometime in the near future. The game may or may not see a U.S. release, we'll let you know...

• Square has announced that *Phantasy* is in development for the PlayStation, a very, very tall order considering how infinitely detailed the coin-op version of the game in a U.S. release has yet to be confirmed.

• Ohio-based toy company ReSource (the company responsible for those way cool Duke Nukem figures) is planning to produce a line of *Quake action figures*. The manufacturing process is still in its infancy, but there is a slight chance that the figures may be ready in time for Christmas 1998.

• More toy news—and boy, is it big! Nintendo characters are about to come to life like never before! First, a line of *2-D action figures* are being produced by Bandai Sentai & Associates. Figures will include Link, Ganon, and several other supporting characters from the upcoming N64 game, *Ocarina of Time*. The ink has also dried for three new lines, courtesy of Toy Biz: *Mario Kart*, *Diddy Kong Racing* and *Star Fox* action figures are all on their way! We could end up seeing the boy lines as early as Christmas of this year!

• Ever wonder what the most violent, disgusting, evil, horrible, sadistic, satanic console game of all time is? Doom? Quake? Midway's *Armal Combat* series? Nope, not even close! Our vote goes to Virgin's *Thrill Kill*. The soon-to-be-released PlayStation game is so ripe for consumer backlash, the company has decided to set up a "warning" screen at the game's front end. Players are given two options before playing the game. Willing participants can press the X button to forego and take part in the game's gruesome fighting activities. Sensitive, tear-eyed individuals (ie. parents)

on the other hand, can opt to press the circle button and run for the hills. Just how "over-the-top" is *Thrill Kill*? How does a leather-dad, breast-implanted woman showing a steel rod through the skull of a man begging for mercy while on his knees sound? That's just for starters. Believe it or not, *Thrill Kill* is actually quite a bit of fun—especially in multi-player mode. In addition, the graphics—although extremely violent—are some of the most well-defined seen on the PlayStation (see screen shots to the left). Funny thing is, we have a feeling that with all the controversy (a "Mature" rating is inevitable) and the aforementioned "warning" screen (works great as a big neon sign for every curious kid on the Earth), Virgin will likely end up making an even bigger—um, killing with the game. Look for a shameless strategy in next month's *Top 100*!

According to Nintendo's Shigeru Miyamoto, *Super Mario 64 Part II* is more than halfway completed! "We were devoting our efforts to *Zelda*. It's always a matter of priorities. Once we get back to working on the sequel to Mario 64, I think it will be finished rather quickly," Miyamoto explains. We hope you're right, Miyamoto-san!

• Look for Rare's *Perfect Dark* to be released no sooner than first quarter of '99. Rare also has announced that work is already under way on the sequel to *Bayo Kazooie*. What's the title, you ask? *Bayo 2*, of course!

• Capcom news: The company is considering releasing a new Mega Man game for the Super NES here in the U.S. The game has been available in Japan for several months now, under the title *Rockman 4: Force*. *Rural School* for the PlayStation will be released in October in the U.S. as a two-disc set. The second disc contains a never-before-seen Training mode (you even get a report card grading you on your performance) as well as a bunch of awesome mini-games like soccer and baseball! Unfortunately, Capcom has decided to omit one of the sweetest modes from the U.S. version: School mode! Kind of like a Japanese dating sim, School mode lets you attend classes and mingle with students on campus. Yes, it's true that this mode has a very Japanese flair to it, but we think it would've been cool if Capcom translated it for American players anyway. Oh, well! Finally, Capcom has expressed some interest in publishing Arc System Works' *Guilty Gear*, a very solid 2-D fighting game which has been available in Japan for some time now.

• Lots of stuff to report on Dreamcast this month. First, we contacted a Sega representative to discuss some of the wild rumors which have been circulating lately: one of which centers on Sega's supposed plans to limit the production run on the super system to 5,000 units launch time in Japan. "This is simply not true. There will be a sufficient number of Dreamcast units available at launch in Japan and in the U.S. next year," the rep explained. Those wishing to purchase a system on an import basis will hit November 26th (Japan) may still want to start saving now: based on past console launches overseas, Dreamcast black market prices could easily reach \$1,000+ per unit. Next, SOJ president Shoichiro Irimajiri was recently interviewed by Sega Saturn magazine and divulged a shocking piece of Dreamcast-related information. According to Irimajiri, the Sega name will not be emblazoned on the system's packaging. Irimajiri stated that—although hardware gamers will likely buy into Sega once again—to the casual game player, the Sega brand name is "not well-known and in some cases creates negative feelings." It's hard to predict what kind of long-term effect Sega's "disassociation" with Dreamcast will have on consumers. In a separate interview with a UK Saturn mag, Irimajiri expressed his feelings regarding the company's rivalry with Sony. "Most third-parties have expressed that they wish to devote their big titles to Dreamcast. I think that for one or two years, there is no question about this. The important thing for us is that we get the largest market share before PlayStation 2 is released, then continue our momentum." Here's a quickie. We have learned that *Deadly Sins* is coming down from the top shelf (see *Top 100*), and that over 120 companies have officially accepted them with open arms. This would seem to indicate we'll be receiving plenty of surprise announcements from developers in the coming months. Update: The new working title for Sega's 3-D Sonic game is *Sonic Rumble*. Returning developer Sonic Team has gone on record stating that the new title will be their final project, as team members have agreed to disperse upon the game's completion. Rumors have been circulating for several weeks that Sega is working on a 3-D platformer for Dreamcast, but we have no official word as of yet. We'll stay on top of it, though. Capcom, on the other hand, has apparently sold a gaming publication in Hong Kong that it is taking a "wait and see" approach to the DC console, if the system takes off relatively quickly, Capcom plans on porting several arcade titles, including *Street Fighter*, *Street Fighter II*, *Street Fighter III* and *Street Fighter IV*. Meanwhile, we have just been handed info and screen shots relating to several red-hot Dreamcast titles. In fact, DC-related news is rolling in even as these words are being typed! We'll compile everything and meet you back here next month!

• We're quickly running out of space, but here are a few of the latest PlayStation games we dig. EA's *Top Gun: Battle 2*, Namco's *Tales of Destiny* and Polygram's *U2 Rattle and Bang* (Or Die Trying). Oooh—getta get! See ya next issue...

THILL KILL

Terms and Conditions

- You must be at least 18 years old to view or play this demo.
- You must not find images of adults engaged in violent acts to be offensive or objectionable.
- You must understand and acknowledge that you may be in violation of local and federal laws if you breach any of these terms and conditions.

(X) I AGREE TO THESE TERMS AND CONDITIONS AND PROCEED AT MY OWN RISK.

(O) I CANNOT IN GOOD CONSCIENCE CONTINUE WITH THIS DEMO.

Virgin Interactive Entertainment is a one-stop, one-stop game store. We're currently looking for *Thrill Kill* for the PlayStation. Being the morally bankrupt game playing editors that we are, this warning only served to intensify our level of curiosity!



GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 SEPTEMBER

1	Airboardin' USA	ASCII
2	Blitz	Midway
3	Bomberman Hero *	Nintendo
4	Cruis'n World	Nintendo
5	Deadly Arts *	Konami
6	Dragon Storm	MGM
7	Dual Heroes *	Hudson
8	Earthworm Jim 3D	Interplay
9	Knife Edge *	T.B.A.
10	Lode Runner 64	T.B.A.
11	Looney Tunes	Infogrames
12	Madden 99	EA Sports
13	NASCAR 99	EA Sports
14	Return Fire II	MGM
15	Rev Limit *	Seta
16	Space Circus	Infogrames
17	Twisted Edge Snowboarding	Midway
18	Virtual Chess II	Titus
19	VR 2000	Ubi Soft

OCTOBER

20	Body Harvest	Midway
21	Buck Bumble	Ubi Soft
22	Fighting Force	Eidos
23	Golden Nugget	Virgin
24	NBA JAM 99	Acclaim
25	NHL 99	EA Sports
26	Penny Racers *	THQ
27	S.C.A.R.S.	Ubi Soft
28	Tonic Trouble	Ubi Soft
29	Turok 2: Seeds of Evil	Acclaim
30	VR Pool	Grave

NOVEMBER

31	CastleVania 3D	Konami
32	Milo's Astro Lanes	Natsume
33	NBA Live 99	EA Sports
34	Rat Attack	Mindscape
35	Superman	Titus
36	Zeido: The Ocarina of Time	Nintendo

DECEMBER

37	Rayman 2	Ubi Soft
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38	Major League Soccer	Acclaim
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4th QUARTER

39	Contra 64	Konami
40	Donkey Kong Country 64	Nintendo
41	Freaky Boy	Virgin
42	Lego Racers	Lego Media
43	Micro Machines	Midway
44	The Need for Speed	Electronic Arts
45	Nightmare Creatures	Activision
46	Pokemon Stadium	Nintendo
47	Quake II	Activision
48	Robotech: Crystal Dreams	Konami
49	Rugrats	THQ
50	San Francisco Rush: The Rock	Midway
51	Shadowman	Acclaim
52	Slim City 64	Nintendo
53	South Park	Acclaim
54	Survivor	Konami
55	Tamagotchi *	Bandai
56	Twelve Tales: Conker 64	Rare
57	Ultra Combat	GT
58	Ultra Descend	Interplay
59	Wipeout 64	Psygnosis

1st QUARTER '99

60	Caesar's Palace	Crave
61	Harrier 2000	Video Systems
62	Harvest Moon	Natsume
63	ODT	Psygnosis

PLAYSTATION SEPTEMBER

1	Blitz	Midway
2	Dead Unity	THQ
3	Devil Dice *	THQ
4	Duke Nukem: Time To Kill	GT
5	Earthworm Jim 3D	Interplay
6	The Fifth Element	Activision
7	Future Cop LAPD 2100	Electronic Arts
8	G-Darius *	THQ
9	Kagero: Deception 2 *	Tecmo
10	Kyle World	Psygnosis
11	Madden 99	EA Sports
12	Mega Man Legends *	Capcom

13	Moto Racer 2	EA Sports
14	NASCAR 99	EA Sports
15	NFL Gameday 99	989
16	NHL 99	EA Sports
17	Ninja: Shadow of Darkness	Eidos
18	Parasite Eve *	Square/EA
19	Rival Schools *	Capcom
20	Roscoe McQueen *	Psygnosis
21	S.C.A.R.S.	Ubi Soft
22	Spyro the Dragon	Sony
23	Tales of Destiny *	Namco
24	Test Drive 5	Accolade
25	Trap Gunner *	Atari
26	Wheel of Fortune	Hasbro
27	Wild 9	Interplay

OCTOBER

28	Activision Classics	Activision
29	Big Air Snowboarding	Accolade
30	Bomberman World *	Atari
31	Cool Boarders 3	989
32	Darkstalkers 3 *	Capcom
33	Game of Life	Hasbro
34	Jeopardy	Hasbro
35	Knockout Kings	Electronic Arts
36	Medieval	Sony
37	Metal Gear Solid	Konami
38	NBA Live 99	EA Sports
39	NBA Shootout 99	989
40	NCAA Gamebreaker 99	989
41	NHL Faceoff 99	989

42	Populous: The Beginning	Electronic Arts
43	Rogue Trip	GT
44	Rugrats	THQ
45	Söldnerschild	Koei
46	Sports Car Supreme GT	Virgin
47	Star Con	Accolade
48	Thrill Kill	Virgin
49	Xenogears *	Square/EA

NOVEMBER

50	Apocalypse	Activision
51	Brave Fencer Musashiden *	Square/EA
52	Brigandine *	Atari

* Publishers, please contact us with updates and/or corrections.
* Denotes that the game is available on export as of press time.



88 Bushido Blade 2	Square/EA
89 Bust-A-Groove	989
90 Crash Bandicoot 3: WARPED	Sony
91 Dead in the Water	ASC
92 Diabolical Adventures of Tebu	989
93 Enigma	Koei
94 Oddworld: Abe's Exoddus	GT
95 D.D.T.	Pygnosis
96 Rally Cross 2	989
97 Rat Attack	Mindscape
98 Shao Lin	THQ
99 Silent Hill	Konami
100 Small Soldiers	Electronic Arts
101 Sirek	GT
102 Superman	Titus
103 Syphon Filter	989
104 T'ai Fu	Activision
105 Tenchu	Activision
106 Test Drive Off-Road 2	Accolade
107 Tiger Woods & the PGA Tour	EA Sports
108 Twisted Metal 3	989

DECEMBER

109 Constructor	Accolade
110 Colony Wars 2: Vengeance	Pygnosis
4th QUARTER	
111 607: Tomorrow Never Dies	MGM

112 Armored Core: Project Phantasma	ASCII
113 Army Men	3DO
114 Asteroids	Activision
115 Backstreet Billiards	ASCII
116 Bass Landing	ASCII
117 C: The Contra Adventure	Konami
118 Centipede 3-D	Hasbro
119 Croc II	Fox
120 Formula 1 1998	Pygnosis
121 Freestyle Boardin' '99	Capcom
122 Global Domination	Pygnosis
123 G Shock	Konami
124 Heavy Gear	Activision
125 International Rally Championship	THQ
126 Koroel: Sacred Fist	Konami
127 Looney Tunes	Infogrames
128 Lucky Luke	Infogrames
129 Lunar: Silver Star Story	Working Designs
130 Magzone	Trimark
131 Marvel Super Heroes vs. Street Fighter	Capcom
132 Master of Monsters: Disciples of Gaia	ASCII

133 Messiah	Interplay
134 Monster Rancher II	Tecmo
135 Montezuma's Return	Utopia
136 NFL Full Contact Football	Konami
137 Obisidian	Rocket Science
138 Omikron	Bidos
139 Project X2	Acclaim
140 Pro 18: World Tour Golf	Pygnosis
141 Respect, Inc.	Pygnosis
142 Snow Break	Atlus
143 The Space Bar	Rocket Science
144 Shadow Madness	Grave
145 Star Trek: Klingon Academy	Interplay
146 Suikoden 2	Konami
147 Tail Concerto	Bandai
148 Tiny Tank	MGM
149 Tomb Raider III	Eidos
150 Total Drivin'	Infogrames
151 Turbo Prop Racing	Sony
152 Viper	Infogrames

POSSIBLE IN '98

153 Arkanoïd Returns	T.B.A.
154 Astronoka	Enix
155 Capcom Generations v. I	Capcom
156 Capcom Generations v. II	Capcom
157 Capcom Generations v. III	Capcom
158 Clock Tower 2: The Struggle Within	ASCII
159 Critical Blow	Bandai
160 Cyberbots	Capcom
161 Dam Dam Stompland	Sony
162 Dance, Dance, Dance	Konami
163 Dark Messiah	Atlus
164 Dead or Alive II	Tecmo
165 Dungeons & Dragons Collection	Capcom
166 Eggs of Steel	Enix
167 Godzilla	Electronic Arts
168 Gradus Gaiden	Konami
169 Kitty The Kool	Koei
170 Powerslave 2	Grave
171 Sign of the Sun	Koei
172 Sol Divide	Atlus
173 Star Ocean 2	Atlus
174 Total Vice	Konami
1ST QUARTER '99	
175 Blast Radius	Pygnosis
176 Destreger	Koei
177 Final Fantasy VIII	Square/EA

178 Jackie Chan's Stuntmaster	Midway
179 Jeff Gordon Racing	ASC
180 Psybadok	Pygnosis
181 Rayman 2	Ubisoft

ARCADE SEPTEMBER

1 Battle Tryst	Konami
2 Blitz '99	Midway
3 Daytona 2	Sega
4 Downhill Bikers	Namco
5 The King of Fighters '98	SNK
6 Psychic Force 2012	Taito
7 Soul Caliber	Namco

4TH QUARTER

8 10th Degree	Atari
9 Beat Mania	Konami
10 Dead or Alive 2	Tecmo
11 Viper TRX	Atari

POSSIBLE IN '98

12 Behind Enemy Lines	Sega
13 Bloody Roar 2	T.B.A.
14 Gauntlet 3	Atari
15 NBA on NBC	Midway
16 Virtua Cop 3	Sega

GAME.COM 4TH QUARTER

1 Castlevania	Tiger
2 Holyfield Boxing	Tiger
3 Madden Football 99	Tiger
4 Mutoids	Tiger
5 NBA Live 99	Tiger
6 Resident Evil 2	Tiger
7 Small Soldiers	Tiger
8 Tiger Casino	Tiger
9 The X-Files	Tiger

GAME BOY OCTOBER

1 Mulan	THQ
2 Small Soldiers	THQ

NOVEMBER

3 Game Boy Color	Nintendo
4 Yoda Stories	THQ

DECEMBER

5 A Bug's Life	THQ
6 Rugrats	THQ

4TH QUARTER

7 Pokemon	Nintendo
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At the title screen—when the words “PRESS START” are flashing—poster author

TIPS & TRICKS

- Psychoid Mode—A, R, Left, Right, Down, CR, CR, CR
- Whirlwind Mode—L, R, Z, Left, Right, CR, CR
- Gore Mode—Z, Down, CR, CR, CR, CR, CR
- Stealth Mode—Up, Up, Up, Right, Down, CR, CR
- Infinite Primary Weapon—A, R, Z, Right, CR, CR, CR
- Infinite Secondary Weapon—B, Z, Left, Left, CR, CR
- Infinite Weapon Energy—L, Z, Left, Right, Down, Down, CR, CR
- Infinite Tanks—A, R, L, Up, Up, CR, CR, CR
- Infinite Scrolls—L, L, Z, Up, Down, CR, CR
- Kill Enemies with One Shot—B, R, L, R, Left, Down, Down
- Trance Enemies—Z, Right, Right, CR, CR, CR, CR

GOLDENY 007

Extra Characters in *Multiplayer Mode* select a file and choose *Multiplayer Mode*. You must have at least two controllers plugged in to access this option. 1) When the *Multiplayer Options* menu appears, choose "Characters," then enter the following code at the Select Character screen:

- 1) Hold L & R and press CR
- 2) Hold L and press CR
- 3) Hold L & R and press Left on the D-pad
- 4) Hold L and press Right on the D-pad
- 5) Hold L and press Down on the D-pad
- 6) Hold L & R and press CR
- 7) Hold L and press CR
- 8) Hold L & R and press Right on the D-pad
- 9) Hold L & R and press CR
- 10) Hold L and press Down on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Character Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you enter one of these cheats, a new menu called "Character Options" will appear inside your agent file folder, access this menu to turn specific cheats on or off. If you complete every single stage at the "00 Agent" difficulty level, another option called "000 Mode" will appear, this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

- To earn the "Thirstball Mode" cheat, defeat the Dam stage in 2:46 or less at the "Secret Agent" difficulty setting.
- To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
- To earn the "006 Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
- To earn the "Za Grenade Launcher" cheat, defeat the Surface stage in 3:36 or less at the "Secret Agent" difficulty setting.
- To earn the "Za Rocket Launcher" cheat, defeat the Banker stage in 4:00 or less at the "Secret Agent" difficulty setting.
- To earn the "Flambo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
- To earn the "No Radar (Invulnerability)" cheat, defeat the Frigate stage in 6:00 or less at the "Secret Agent" difficulty setting.
- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
- To earn the "Za Throwing Knives" cheat, defeat the Banker 2 stage in 1:30 or less at the "Agent" difficulty setting.
- To earn the "Fast Ammunition" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
- To earn the "Invulnerability" cheat, defeat the Archway stage in 1:20 or less at the "00

Agent" difficulty setting.

- To earn the "Bribe Rocket" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:36 or less at the "Secret Agent" difficulty setting.
- To earn the "Silver PPT" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
- To earn the "Za Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
- To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
- To earn the "Za CR-190s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
- To earn the "Gold PPT" cheat, defeat the Control stage in 2:15 or less at the "Agent" difficulty setting.
- To earn the "Za Laser" cheat, defeat the Arctic stage in 9:00 or less at the "Secret Agent" difficulty setting.
- To earn the "Za Gun" cheat, defeat the Egyptian stage in 0:05 or less at the "00 Agent" difficulty setting.

NEEDS

Great Menu

At the start of the game, press START to pause. When the "Paused" menu appears, quickly press CR, CR, CR, CR. A new option called "Cheats" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following code quickly at the "Cheats" menu:

- God Mode (Invulnerability)—CR, CR, CR
- Clipping (Walk through walls)—Press CR 26 times, then CR
- Visit (stage select)—CR, CR, CR, CR, CR, CR
- Butcher (kill all enemies in the area)—CR, CR, CR
- Health (refill health)—CR, CR, CR, CR
- Collect All Keys—CR, CR, CR, CR
- Collect All Weapons—CR, CR, CR, CR
- Collect All Waples—CR, CR, CR, CR
- Collect Waple Items—CR, CR, CR, CR

STADIUM SELECTION CODES

Wait for the words "Press Start" to begin flashing on the title screen, then press CR, CR, CR, CR, CR, CR, CR, CR, R, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select menu; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Star" team.

SNAP, PALM, AND BOO CODE

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, R, A, Z, R, A. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game mode except "Training" and "Roused Training," which are Collector's Special modes.

As above, wait for the demo to show one of the character biographies. When this appears, press Z, R, A, Z, R, A. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2

and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character codes. At the character select menu, press Up or Down repeatedly to see the available lists, instead of the standard seven colors; you'll find new gold, white and "stealth" shadow settings. Also: Bonus Options.

As above, wait for the demo to show one of the character biographies. When this appears, press Z, R, A, Z, R, A. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press Z, R, A, Z, R, A. You'll immediately to the game's ending credits sequence.

Stage Select/Multi Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:

- Cave Stage—Hold Up and press CR
- Jungle Stage—Hold Up and press CR
- Swamp Stage—Hold Up and press CR
- Swamp Stage—Hold Up and press CR
- Mountain Stage—Hold Up and press CR
- Helped Stage—Hold Up and press CR
- Bridge Stage—Hold Down and press CR
- Dungeon Stage—Hold Down and press CR
- Street Stage—Hold Down and press CR
- Dupe Stage—Hold Down and press CR
- Spinal Snap Stage—Hold Down and press CR

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

- Sawerill Tune—Hold Up and press B
- Mega Tune—Hold Up and press CR
- Swamp Tune—Hold Up and press CR
- Tusk Tune—Hold Up and press A
- Fujigame Tune—Hold Up and press CR
- Orchid Tune—Hold Up and press CR
- Jaga Tune—Hold Down and press B
- Gargos Tune—Hold Down and press CR
- Kim Tune—Hold Down and press CR
- Kim Tune—Hold Down and press A
- Spinal Tune—Hold Down and press CR

Secret Stage

In two-player mode, have both characters choose their fighters by holding Down and pressing CR; you'll fight in the secret Sky stage with Rave and Killer instead begin on the ground.

STADIUM SELECTION CODES

During the game, press START to pause, then press A, CR, Down, Up, CR, R, B, CR, CR, Z or Controller 1. The stadium will change into a disco, complete with mirrored ball sparkles and colored light pens on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "No-Season" at the main menu, hold the L button and press START or A. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Games, the Nintendo Plumbers and the Left Field Lelies.

THE MATH AND ICHIRO

Play as Ted Mew and Ichiro.

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick, you'll hear a signal to confirm the code. Now Gun the Star Mew and Ichiro will be selectable at the character select screen, just above the Executioner and Lord Delnos.

Play as Ned the Junior.

Enter the following code at the character select screen:

- 1) Highlight Kayash and press START.
- 2) Highlight the Executioner and press START.
- 3) Highlight Lord Delnos and press START.
- 4) Highlight Xiao Long and press CR (A or B in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen:

- 1) Highlight Ragnar and press START.
 - 2) Highlight Dragon and press START.
 - 3) Highlight Kayash and press START.
- Now choose any character as usual. When the fight begins, both characters will be wearing long bunny slippers.

Switch Faces

Enter the following code at the character-select screen:

- 1) Highlight Al-Rasid and press START.
 - 2) Highlight Takekai and press START.
 - 3) Highlight Morton Kull and press START.
 - 4) Highlight Xiao Long and press START.
 - 5) Highlight Nanna and press START.
- Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADON FOOTBALL 04

Secret Names

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'11" tall and are rated 100 in all skill categories):

- Create a player named "AT MADDON" to access the EA Sports Madden team.
- Create a player named "SDXIES" to access the 90 Conference team.
- Create a player named "SEVENTIES" to access the All-Time team.
- Create a player named "EIGHTIES" to access the EA Sports stadium.
- Create a player named "HOWIE" to access the '90 Conference team.
- Create a player named "LEON" to access the '90 Conference team.
- Create a player named "STATS MEN" to access the EA Sports stadium.
- Create a player named "ELEC ARTS" to access the EA Sports team.
- Create a player named "TIBURON" to access the Tiburon team.

Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

- Create a player named "MADLAND" to access the EA Sports stadium.
- Create a player named "SATAMLAND" to access the Tiburon Sports Complex.

See the Ending

When the EA Sports logo appears, hold L & R; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADON LEAGUE BASEBALL

Secret Teams

At the main menu—the one with the signing baseball that says "Ed Robinson/Season Four Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button, instead of entering the "New Stadium" mode; you'll see the team that plays



In that stadium celebrating a World Series victory, followed by the game's credits.

Forward
At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO KART

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll receive a new option that allows you to race all 16 courses in reverse.

Course Ghost

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1:30.00 or better. Once you've done this, you will be challenged by the "course ghost." Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27.00 if you want to beat him.
- Press R at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1:52.00 or better. Once you've done this, you will be challenged by the "course ghost." Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:48.00 if you want to beat him.

- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2:45.00 or better. Once you've done this, you will be challenged by the "course ghost." Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2:38.00 if you want to beat her.

MECHANIKA KART

Chase After

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C or CB in the default control scheme) and continue to hold them down. After about five seconds you will hear a siren; laugh, after about five more seconds, a siren "Ghosts" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy, the remaining enemies allow you to perform fatalities with just one button.

Secret Character

To access Noki Sabert and Dora, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noki: Sallot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Noki and press Run + Block.

- Dora: Sallot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinko and press Run + Block simultaneously.

MARIO KART: SUPER MARIO POWER

Super Mario

Chase After

Choose "Options" from the main menu and select "Password" then enter any of the following codes at the character-select screen:

- Enter "TDFCLT" for invisibility. You can still be killed by ceiling traps or long falls.
- Enter "GTFBHA" for infinite lives.
- Enter "NXCVSZ" to start with 100% of vitality in your inventory.
- Enter "CRVDT3" to see the credits from the end of the game.

Patally

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch, Sub-Zero will punch his opponent's head off.

Combo

- Hit1—High Punch, High Punch, Low Punch.

- Hit2—High Punch, High Punch, Low Kick, High Kick + High Kick.
- Hit3—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick.

Stage Passwords

Wing Stage—T H W M S B

Water Stage—C H R Y

Prison Stage—G T K C S

Wrest Stage—Z U R K D M

Fire Stage—Y P F H D

Bridge of Immortality—Q T L W N

Queen Ch's Fortress—Z C H R Y

When the "Z C H R Y" password is placed in, you can warp to Queen Ch or Shinko by using the following trick: Allow yourself to be killed by the first enemy in the Palletes, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Queen Ch or to fight Shinko.

SECRET KOMBAT THEORY

Play as Kamek

When the "story" screens appear during the game's demo mode, quickly press CR, C, B, C, B. If you're not the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark, this cheat menu allows you to activate Kamek as your character.

Secret Character

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Mortal Kombat. This trick only works in the first stages, including the Woodland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Secret Stage

After playing 10 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pooy.

Hidden Games 10

After playing 10 consecutive games in three-player mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Games 10

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button, if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. The game also appears if you play 132 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Scrya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'll like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Difficulty" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kamek and Mortal, followed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the "Champion" plan has been replaced by the word "Free Play," which indicates

that you can continue as many times as you wish.

Secret "Mort Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's CR, B, A in the default control configuration). You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark, this cheat menu allows you to activate the stage-select feature, double throwing, activate "Invincible" run" option, turn the "Secret Kombat" and activate the two secret characters, Human Snake and Chameleon.

Secret "Kombat Zone" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch, Low Punch (that's CR, CR, C, B, A, B, A, A in the default control configuration). You'll hear a voice say "One-shit!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark, this cheat menu allows you to activate Kamek as your character, the Fatalities being ignored you perform time to do a finishing move, set one-round matches or turn the game's collision boxes on. The collision boxes are to check the characters' hit detection, but you can use to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box indicates that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also grants the blue question mark menu as described above.

MASTERS OF THE MOUNTAINS

Unlocked Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hananya and the Dues in each. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode (choose "Machine"), then—when the car select screen appears—highlight one of the locked garages and press R, the word "Selected" will appear to confirm your choice. Both players can choose the Hananya or Dues in this mode, even better, if you use the trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship," "Time Trial" or "Free Run" mode from the main menu and the Hananya or Dues you chose in "Vs. Race" mode will still be selected.

MASTERS OF THE MOUNTAINS: 64

Repeat Ending

When you enter a gold medal in every event—including a "Championship" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

THE MASTERS

VS Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams.

All Computer Assistance Turned Off—Hold Right, press Fins, Press Fins. Hold Up, press Turbo + Pass simultaneously.

Rooftop Court—Hold Left, press Turbo, Turbo.

Hold Ball—Hold Right, press Shoot, Turbo, Run.

Display Ball or Percentage—Rotate the D-pad or joystick clockwise.

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Soap Players—025

No Miss—048

Tournament Match—111

Free Running—120

Stealth Turbo—274

Max Speed—283

No Pausing—380

Unlimited Turbo—461

Hyper Speed—531

Max Blocking—551

Quick Hands—709

Max Power—882

Goatriding Allowed—937

Secret Characters

When you enter a secret character, choose "Error Name" and input the name and pin number of one of the following special guests.

Hardway—AKRDWY 0006

Amish—ALMCDI C020

Kano—BARD0 0006

Pauro—CARLOS 3013

C. Robinson—CLIFFR 0006

Thompson—DAMEL 0004

Ran—DANE 0009

Wile—DANIEL 0009

DIVA—DANTA 0201

Qigawee—DREAM 0000

Fernie—EDDIE 6213

Elroy—ELIOT 0000

Geer—EUGENE 0767

Kevin—FILLIP 0000

Hill—GAIL 0000

G. Robinson—GLENN 0000

Gratt—HANT 0000

Jepp—JAMIE 1000 or MUNDAY 5432

Kayle—JASON 6498

Kyle—JASON 0006

Carlton—JC 0000

Hedrick—JURY 0538

John—JOHN 0000

Kung—JOHN 0000

Kid—KID 0000

Boon—KOMBAT 0004

Malone—MALONE 0000

Martinez—MARTY 1010

Melvin—MEKNIK 0000

Miller—MILLER 0000

Morrie—MORRIE 0000

Morris—MORRIS 4000

Tobias—MORTAL 0004

Mutsumi—MUTSUMI 0000

Nikkun—NEKUN 0000

Nick—NICK 7000

Fragger—PATF 2000

Peary—PEERY 3500

Pippin—PIPPIN 0000

Quinn—QUINN 0000

Rita—RITA 0000

Rodman—RODMAN 0000

Root—ROOT 0000

Liptak—SHAWN 0123

Smit—SMTS 0000

Stach—STACH 0000

Stark—STARKS 0000

Tumell—TUMEL 3522

Webb—WEBB 0000

Wile—WILLIAMS 0000

Punk—WILKIN 0101

Mourning—MOURNING 0000

THE MASTERS OF THE MOUNTAINS: 64

Enter Cheat Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes.

G L Y T H M D—Giant players

S M L D S D T—Tiny players

I S B S M W R—Players are tall and thin

J P N S M W R—Players are short and fat



NFL GAMMAY '97

Team Edge Calls

At the Preseason or Season menu—where it says "Start Game/Enter Options"—press **L1**, **R1**, **R2**. A secret "Easter Egg" menu will appear. Choose "Add Injury" and press **X**, then use the **O** button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly in order, including the spaces.

AGASSIN—Increased injuries
ATOMIC BOMB—Hard hits cause explosions
BOSS24-GGG—Give the quarterback a stronger arm

BIG BIGG—Cheerleaders are bigger
BIG STARS—All players are bigger
FLATERS—Players are more likely to drop passes when hit

BLIND REF—No "pass interference" or "personal foul" calls
BLIZZARD—Chaining "Snow" conditions causes a blizzard

BO KNOCKS—Speed limits are more powerful
BUTLER—Players are more likely to be injured
BROADWAY JOP—Makes the quarterback deeper but more accurate

BUFF KEEF—More frequent penalties
BUTKAS—Tough, high hitting defense
CHUGS—See the game's credits

CHUGBYT—Issues are louder
DAKE NIGHT—No lights during a night game
DEFENSE—Defense is improved

DEMPSY—Running backs have longer field goal range
DERBY—All players are more effective

DCC—Less frequent injuries
ELECTRIC BIZ—Players vibrate like the old Turbo Electric Football games

FOAMLEAF—All players have an extra early **FLA CNGS**—Tug, usually players
FUDGE—Extra-wide players

FROG—Players can jump higher
GS SPEED—Increased game speed
GO CHALLENGE—Go to Challenge

GENUS—Smarter computer opponents
GLOVE—Running backs have better hands
GLYNN—Guard players

HANS TIME—Runs faster than being hit
HATCHET—Software is more effective
HUGE—Bigger offensive line

HUGE COOCHES—Huge teams get no "Pass interference" or "Personal foul" calls
ICE SKATES—Slippery field

IDOT—Computer opponent is dumber
IRREGULAR FOR UPS—Receivers lose the ball more easily

JUGCE—Receivers juggle the ball
KICKS—Speed kicks are quicker
KARATE—Soft arms, forearms and swim moves are improved

KNOCK—More frequent penalties
LONG LINE—Players can eat faster food
LONG MOUTH—Announcers are extra loud

MAJORARD—Risk offense line
NO TIME—No game clock
NITZ—Better swim moves

OFFENSE—Improved offense
ONTO—Hard hits flip players high
PANCAKE—Blocks don't hang players up

PIVALS—Players bounce off each other easier
POTON—Soft arm is more powerful
RECKTON—Defense can jump higher

RECKTON—Defenders don't run farther away
SCAMBLER—Quarterbacks can avoid sacks better

SHOUT—Crowd is louder
SLO MAD—Decreased game speed
SQUALL—Chaining "Rain" conditions causes harder hits

STIFFS—Players recover from special moves quicker
STRETCH—More one-handed catches
TELEPORT—Choosing "Rain" conditions causes darkness

TIGHT CROWN—Better coverage of receivers
TOAST—Sloppy coverage of receivers
TORRENT—Quarterbacks throw less passes

WINDY—Choosing "Wind" conditions causes weather to be windy

NFL GAMMAY '97

Easter Eggs Passwords

Go to the options menu and select "Easter Eggs." Choose "Add Injury" and press **X**, then use the **O** button to enter the passwords below for the desired effect. The codes must be entered exactly as shown, including the spaces.

BIG FOOT—The locker's legs are stronger
BLIND REF—Less penalty calls

BUST BET—More penalty calls

CROITS—More crowd

EQUAL TEAMS—Both teams have the same stats
FE DEEL—Players are faster

FLA CNGS—Players are tug
GO CHALLENGE—Increased difficulty
GOALS—Running backs have better hands

HIGHGOLF—Players have no hands
HIGHGOLF—Start players with monstrous stats

JUGCE—Speed bumps are better
LECH—Defensive backs have better coverage
LONG MAD—Players have no hands

LONG MOUTH—Commentator is louder
MOUTHMAN—All players are Jim McMahon?
NITZ—Swim moves are better

OFFENSE—Increased offense
STRETCH—Receivers stretch more far catches
TELEPORT—All runs travel higher when blocked

TOAST—Running defensive backs is easier
VIRTUAL POLYGOON—Players are flat
WATERY A1—Computer opponent's intelligence is reduced

MLB QUARTERBACK QUIZ '97

Secret Teams

At the team select menu, press **L2**, **L1**, **R2**, **R1**, **L2**, **R2**. The code adds over 100 secret teams to the available choices

SNL '97

Secret Codes

Choose "Options" from the main menu, then use the "Password" option to enter any of the following cheat codes

BOSS24-GGG—Go to Challenge
CHUGBYT—Issues are louder
CHUGBYT—Issues are louder

DAKE NIGHT—No lights during a night game
DEFENSE—Defense is improved
DEMPSY—Running backs have longer field goal range

DERBY—All players are more effective
DCC—Less frequent injuries
ELECTRIC BIZ—Players vibrate like the old Turbo Electric Football games

FOAMLEAF—All players have an extra early **FLA CNGS**—Tug, usually players
FUDGE—Extra-wide players

FROG—Players can jump higher
GS SPEED—Increased game speed
GO CHALLENGE—Go to Challenge

GENUS—Smarter computer opponents
GLOVE—Running backs have better hands
GLYNN—Guard players

HANS TIME—Runs faster than being hit
HATCHET—Software is more effective
HUGE—Bigger offensive line

HUGE COOCHES—Huge teams get no "Pass interference" or "Personal foul" calls
ICE SKATES—Slippery field

IDOT—Computer opponent is dumber
IRREGULAR FOR UPS—Receivers lose the ball more easily

JUGCE—Receivers juggle the ball
KICKS—Speed kicks are quicker
KARATE—Soft arms, forearms and swim moves are improved

KNOCK—More frequent penalties
LONG LINE—Players can eat faster food
LONG MOUTH—Announcers are extra loud

MAJORARD—Risk offense line
NO TIME—No game clock
NITZ—Better swim moves

OFFENSE—Improved offense
ONTO—Hard hits flip players high
PANCAKE—Blocks don't hang players up

PIVALS—Players bounce off each other easier
POTON—Soft arm is more powerful
RECKTON—Defense can jump higher

RECKTON—Defenders don't run farther away
SCAMBLER—Quarterbacks can avoid sacks better
SHOUT—Crowd is louder

SLO MAD—Decreased game speed
SQUALL—Chaining "Rain" conditions causes harder hits
STIFFS—Players recover from special moves quicker

STRETCH—More one-handed catches
TELEPORT—Choosing "Rain" conditions causes darkness
TIGHT CROWN—Better coverage of receivers

TOAST—Sloppy coverage of receivers
TORRENT—Quarterbacks throw less passes
WINDY—Choosing "Wind" conditions causes weather to be windy

BIG FOOT—The locker's legs are stronger
BLIND REF—Less penalty calls

BUST BET—More penalty calls
CROITS—More crowd
EQUAL TEAMS—Both teams have the same stats

FE DEEL—Players are faster
FLA CNGS—Players are tug
GO CHALLENGE—Increased difficulty

GOALS—Running backs have better hands
HIGHGOLF—Players have no hands
HIGHGOLF—Start players with monstrous stats

JUGCE—Speed bumps are better
LECH—Defensive backs have better coverage
LONG MAD—Players have no hands

LONG MOUTH—Commentator is louder
MOUTHMAN—All players are Jim McMahon?
NITZ—Swim moves are better

OFFENSE—Increased offense
STRETCH—Receivers stretch more far catches
TELEPORT—All runs travel higher when blocked

TOAST—Running defensive backs is easier
VIRTUAL POLYGOON—Players are flat
WATERY A1—Computer opponent's intelligence is reduced

Invisibility—REVENGE

Mutual Media—GENETICS

Permanent Blood—MAYDAY

Access to Bonus Levels—SKATSDOWN

Full Health—HOMES

Camera Roll—GENIUS

Representing Minutes—RUSTON

Strange Trainers—ACCUDE

Rapping Tip

+ If you hold one of the action buttons down, then press another one, the word "Raps" will appear with the first button will come out automatically as seen as you take your finger off the second button. Try this at the beginning of Stage 1, Level 3 while holding the **D** button, press and release the **O** button repeatedly in a steady pattern. Perhaps should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the **O** ("Kick") button more than once. The trick also doubles your speed, instead of getting one word for each button press, you're often getting two like this technique when you're "Rapping." Cool! For all extra words and bonus points
+ One of the game's best kept secrets is that it's possible to use the **D** pad to change the order of the words that come out of Panshop's mouth. In this, only select on letters or stages where more than one word is assigned to a single button, for example, during Level 5 of Stage 1, you say, "I have never sold anything," if you hold **Left** on the **D** pad and press one of the buttons, it will "steal" the **X** of the word that is associated with that button to the first word in the series. So, for example, if you hold **Right** on the **D** pad while you're in the middle of that series of words, it will "steal" that word and let you repeat it as many times as you wish, when you release **Right** you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the **D** pad, you can make Panshop say, "I have never, I have never sold anything," or even, "I have never, never, never, never sold anything." This is an important note, not only does it make it easier to break the "Cool" barrier in certain levels, but if you use this method to mix up your raps when you're in the "Freestyle" or "Cool" mode, you'll start to improve your

TEAM PERFORMANCE

Secret Vibe Cards

At the Garage Select menu, enter the following code:

1) Highlight "Garage A", hold the **L1** button and press **O**
2) Highlight "Garage B", hold the **L1** button and press **O**
3) Highlight "Garage C", hold **L1** + **R1** and press **O**
If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Panshop." Inside are a truck, a McLaren **F1** and a scooter. You'll also find three new cars in Garage **D**

Custom Cars

At the Garage Select menu, you can change certain cars by holding the **O** button as follows:
+ Highlight "Garage A", hold **O** and press **X**, now Car **A1**, a customized, has its top down
+ Highlight "Garage B", hold **O** and press **X**, now Car **B1**, a customized has its top down
+ Highlight "Garage C", hold **O** and press **X**, now Car **C1**, a customized has its top down
+ Highlight "Garage D", hold **O** and press **X**, now Car **D1**, a customized has its top down
+ Highlight "Garage E", hold **O** and press **X**, now Car **E1**, a customized has its top down
+ Highlight "Garage F", hold **O** and press **X**, now Car **F1**, a customized has its top down
+ Highlight "Garage G", hold **O** and press **X**, now Car **G1**, a customized has its top down
+ Highlight "Garage H", hold **O** and press **X**, now Car **H1**, a customized has its top down
+ Highlight "Garage I", hold **O** and press **X**, now Car **I1**, a customized has its top down
+ Highlight "Garage J", hold **O** and press **X**, now Car **J1**, a customized has its top down
+ Highlight "Garage K", hold **O** and press **X**, now Car **K1**, a customized has its top down
+ Highlight "Garage L", hold **O** and press **X**, now Car **L1**, a customized has its top down
+ Highlight "Garage M", hold **O** and press **X**, now Car **M1**, a customized has its top down
+ Highlight "Garage N", hold **O** and press **X**, now Car **N1**, a customized has its top down
+ Highlight "Garage O", hold **O** and press **X**, now Car **O1**, a customized has its top down
+ Highlight "Garage P", hold **O** and press **X**, now Car **P1**, a customized has its top down
+ Highlight "Garage Q", hold **O** and press **X**, now Car **Q1**, a customized has its top down
+ Highlight "Garage R", hold **O** and press **X**, now Car **R1**, a customized has its top down
+ Highlight "Garage S", hold **O** and press **X**, now Car **S1**, a customized has its top down
+ Highlight "Garage T", hold **O** and press **X**, now Car **T1**, a customized has its top down
+ Highlight "Garage U", hold **O** and press **X**, now Car **U1**, a customized has its top down
+ Highlight "Garage V", hold **O** and press **X**, now Car **V1**, a customized has its top down
+ Highlight "Garage W", hold **O** and press **X**, now Car **W1**, a customized has its top down
+ Highlight "Garage X", hold **O** and press **X**, now Car **X1**, a customized has its top down
+ Highlight "Garage Y", hold **O** and press **X**, now Car **Y1**, a customized has its top down
+ Highlight "Garage Z", hold **O** and press **X**, now Car **Z1**, a customized has its top down
+ Highlight "Garage AA", hold **O** and press **X**, now Car **AA1**, a customized has its top down
+ Highlight "Garage AB", hold **O** and press **X**, now Car **AB1**, a customized has its top down
+ Highlight "Garage AC", hold **O** and press **X**, now Car **AC1**, a customized has its top down
+ Highlight "Garage AD", hold **O** and press **X**, now Car **AD1**, a customized has its top down
+ Highlight "Garage AE", hold **O** and press **X**, now Car **AE1**, a customized has its top down
+ Highlight "Garage AF", hold **O** and press **X**, now Car **AF1**, a customized has its top down
+ Highlight "Garage AG", hold **O** and press **X**, now Car **AG1**, a customized has its top down
+ Highlight "Garage AH", hold **O** and press **X**, now Car **AH1**, a customized has its top down
+ Highlight "Garage AI", hold **O** and press **X**, now Car **AI1**, a customized has its top down
+ Highlight "Garage AJ", hold **O** and press **X**, now Car **AJ1**, a customized has its top down
+ Highlight "Garage AK", hold **O** and press **X**, now Car **AK1**, a customized has its top down
+ Highlight "Garage AL", hold **O** and press **X**, now Car **AL1**, a customized has its top down
+ Highlight "Garage AM", hold **O** and press **X**, now Car **AM1**, a customized has its top down
+ Highlight "Garage AN", hold **O** and press **X**, now Car **AN1**, a customized has its top down
+ Highlight "Garage AO", hold **O** and press **X**, now Car **AO1**, a customized has its top down
+ Highlight "Garage AP", hold **O** and press **X**, now Car **AP1**, a customized has its top down
+ Highlight "Garage AQ", hold **O** and press **X**, now Car **AQ1**, a customized has its top down
+ Highlight "Garage AR", hold **O** and press **X**, now Car **AR1**, a customized has its top down
+ Highlight "Garage AS", hold **O** and press **X**, now Car **AS1**, a customized has its top down
+ Highlight "Garage AT", hold **O** and press **X**, now Car **AT1**, a customized has its top down
+ Highlight "Garage AU", hold **O** and press **X**, now Car **AU1**, a customized has its top down
+ Highlight "Garage AV", hold **O** and press **X**, now Car **AV1**, a customized has its top down
+ Highlight "Garage AW", hold **O** and press **X**, now Car **AW1**, a customized has its top down
+ Highlight "Garage AX", hold **O** and press **X**, now Car **AX1**, a customized has its top down
+ Highlight "Garage AY", hold **O** and press **X**, now Car **AY1**, a customized has its top down
+ Highlight "Garage AZ", hold **O** and press **X**, now Car **AZ1**, a customized has its top down
+ Highlight "Garage BA", hold **O** and press **X**, now Car **BA1**, a customized has its top down
+ Highlight "Garage BB", hold **O** and press **X**, now Car **BB1**, a customized has its top down
+ Highlight "Garage BC", hold **O** and press **X**, now Car **BC1**, a customized has its top down
+ Highlight "Garage BD", hold **O** and press **X**, now Car **BD1**, a customized has its top down
+ Highlight "Garage BE", hold **O** and press **X**, now Car **BE1**, a customized has its top down
+ Highlight "Garage BF", hold **O** and press **X**, now Car **BF1**, a customized has its top down
+ Highlight "Garage BG", hold **O** and press **X**, now Car **BG1**, a customized has its top down
+ Highlight "Garage BH", hold **O** and press **X**, now Car **BH1**, a customized has its top down
+ Highlight "Garage BI", hold **O** and press **X**, now Car **BI1**, a customized has its top down
+ Highlight "Garage BJ", hold **O** and press **X**, now Car **BJ1**, a customized has its top down
+ Highlight "Garage BK", hold **O** and press **X**, now Car **BK1**, a customized has its top down
+ Highlight "Garage BL", hold **O** and press **X**, now Car **BL1**, a customized has its top down
+ Highlight "Garage BM", hold **O** and press **X**, now Car **BM1**, a customized has its top down
+ Highlight "Garage BN", hold **O** and press **X**, now Car **BN1**, a customized has its top down
+ Highlight "Garage BO", hold **O** and press **X**, now Car **BO1**, a customized has its top down
+ Highlight "Garage BP", hold **O** and press **X**, now Car **BP1**, a customized has its top down
+ Highlight "Garage BQ", hold **O** and press **X**, now Car **BQ1**, a customized has its top down
+ Highlight "Garage BR", hold **O** and press **X**, now Car **BR1**, a customized has its top down
+ Highlight "Garage BS", hold **O** and press **X**, now Car **BS1**, a customized has its top down
+ Highlight "Garage BT", hold **O** and press **X**, now Car **BT1**, a customized has its top down
+ Highlight "Garage BU", hold **O** and press **X**, now Car **BU1**, a customized has its top down
+ Highlight "Garage BV", hold **O** and press **X**, now Car **BV1**, a customized has its top down
+ Highlight "Garage BW", hold **O** and press **X**, now Car **BW1**, a customized has its top down
+ Highlight "Garage BX", hold **O** and press



START

Clari's Options
Choose "Options" from the title menu, then enter any of the following passwords:
Z Z C Y Y X-A-A new option called "Real Left" will appear at the top of the Options menu, allowing you to choose your starting stage.
X X A B Y X-Incredibly, your energy meter will go down when you get hit, but you'll still be able to play after it runs out.
Y A Y A Y-A super Rapid Fire for your Minsu-gue level run mode.

STARTUP

Level Options Menu
During a level, press START to pause, then highlight the "Level Setup" menu, hold R and press A or C. A special options menu will appear; this one allows you to modify 12 different gameplay parameters, including your own difficulty, the speed of your opponent's cars and much more.

Level Gas
Choose the "Begin Game" option at the main menu and enter your name as "GO BRAMS". When the Season Setup menu appears, you'll have access to seven different bonus cars instead of just one. If you enter your name as "GO BRAMS" instead, you'll access the secret Formula 1 car, including the old Black Team Andretti vehicle.

STAGE

Also check
Shoot the first three runners you see without hitting anything else; you'll be playing the game in "Kriton Hunter" mode with strange colors and a different ending sequence.

STAGE

League Mode
At the title screen—while the words "Press Start Button" are flashing on the screen, select the game's title with the controller by pressing R, A, C, Up, R, A, C, Up. You'll have a choice of seven locations to confirm the date, hour advance to the Main menu, and you'll find a new option called "League Mode". Here are rough translations of what the menu items say in the League Mode screen:

Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being used. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace".

View Records: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up where you also see to confirm if you really want to remove the selected player and all of his or her records from the league, choose the top down to say "Yes".

View Records: Use the cursor to check your stats. The first screen shows your winning percentage, highlight your name and press A or C to view your win/loss record against each

player

View Records / Return to Main Menu: The next-to-last menu item brings up a quick description of how the League Mode works, there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

STARTUP

Level Options
During a level, choose your character with the A or C button and continue to hold the button down as the characterized screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

STARTUP

Maximum Fuel to Access
Press START to pause the game, then press Z, Z, C, Y, Y, X, Y, X.
Access Weapons
Press START to pause the game, then press Z, Z, C, X, X, R, X.
Access Weapons
Press START to pause the game, then press Z, Z, C, X, X, R, X.
Upgrade Special Weapon
Press START to pause the game, then press Z, Z, C, L, L, R, R.

Complete Current Mission
Press START to pause the game, then press Z, Z, C, Y, Y, X, Y, X, Down, Down, Down, Secret Deathmatch Mode.
At the main title screen, press Z + C; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Alien's classic top-down two-player Combat game, complete with "radio-infrared" sound. It's a pretty cool cheat in the PlayStation version of the game, unfortunately, the Saturn version needs both inputs from the same controller, so Player 1 controls both choppers and Player 2 just sits there. Oh well!

STARTUP

PAUSE
Press Start
Press Start at the title screen while the words "Press Start Button" are flashing on the screen. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being used. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace".

View Records: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up where you also see to confirm if you really want to remove the selected player and all of his or her records from the league, choose the top down to say "Yes".

hold C, then R, then A, then Up, then L, Secret, release A, then C, then L, then Up. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level: Hold A, C and hold press L. Skip back one level: Hold X, Y, Z and Up and press L.

STARTUP

Stage Skip
Choose "Bubble Bubble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Right, Left, Up, Down, Up, Right, Down, Left, Up, Down, Up, Down. If you're fast enough, the words "bug fixable" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the R button, press L to go back through the levels.

Secret Stages
As above, choose "Bubble Bubble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press Right, Left, Up, Down, Up, Down, Up. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

STAGE

Stage Skip
Press START at the first title screen to bring up the words "Start Game" and "Options". Now press R, A, B, Y, Down, Right, A, L, Down. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the bug yell, "fixable" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press up on the D-pad. To press to the previous stage, just hold L and press Down.

STAGE

Flying Mode
Press START at any time during the game to pause, then press L, A, Left, L, Right, Down, Down and up again. Now you can make your character fly into the air by holding the Y button.

Incredibly
Press START at any time during the game to pause, then press R, Right, A, L, Right, A, Down, Y and up again. Now your character is invincible.
Stage Select
Press START at any time during the game to pause, then press L, A, Z, Y, Left, Right, A, Down, Right, L. A cheat menu will appear, allowing you to switch characters, access a secret level, enable the "Tyrus" cheat or skip to any stage, including the bonus rounds.

STARTUP

Secret Password
None of the weapons you receive are part of the Running Rangers' original arsenal! Recurring one will give you an extra attack screen or a secret. Armed with you can see. Please note: In order to input these codes, you must first enter the entire code to gain access to the password screen.

Play Mode 1 in Last Heroes
(05A5A2D)
Play Mode 3 in Last Heroes
21A4D404Y

Play Mission 1 as Chris Porter
D5X5CH20R
Play Mission 1 as Big Lumbard
MIG28FLDC
Play Mission 2 as Big Lumbard
V20R20P0N
Play Mission 2 as the Alien
HTL2R30AM
Sound test of all the voices in the game
M4X1R1T1R

STARTUP

Christmas Nights
Date and Time Codes
The Christmas NIGHTS limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the L and R buttons and press RESET on the machine, the System Settings menu will appear without having to load the CD menu, when you exit, you'll go right back into the game. This comes in handy when testing out some of the Christmas NIGHTS features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard NIGHTS settings. You'll also see Chris and Eliza's clothes change depending on the season.
- Enter the date April 1 to play in Paris, the self-said "add a new option to the Presents menu that will allow you to play as Reals whenever you want."
- Additionally, the time of day changes the way the game plays. Set the clock for daytime and it will be daytime in the game, set the clock for nighttime and the game it will be night. Also, if you've got the date set for a few of your when there's snow in the game, you can change the snow to different times as follows:

- At 9:00 AM the snow changes to oceanic blue colors.
- At 12:00 PM the snow changes to purple gems.
- At 3:00 PM the snow changes to falling gently.
- At 6:00 PM the snow changes to sparkles.
- At 9:00 PM the snow changes to night stars.
- At 12:00 AM the snow changes to red hearts.

STARTUP

Power-Up Codes
At any time during the game, press START to pause, then enter one of the following codes. When you press START again to un-pause, you will have access to the feature you requested as follows:

Nuclear Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, up.
Ion Cannon—A, B, C, Left, Down, Right, Up, Left, Down, Right, up.
Jet Strike—A, B, C, Left, Down, Right, Up, Left, Down, Right, up.
Gatra 5500—Right, Left, A, B, C, Z, Y, X, Right, Left.
Reveal Enemy Map—Up, Down, Right, Left, A, Up, Down, Right, Left, A.

STARTUP

Secret Characters
Use the character skip icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEEYES" to play as a big monkey or

TIPS & TRICKS Reader Art Gallery

SUBMISSION GUIDELINES

When submitting artwork, please remember the following:

- 1) Use plain white paper.
- 2) Do not use pencil drawings as final art. Pencil does not reproduce well in the magazine.
- 3) Pen and ink works best.
- 4) Color art is welcome.
- 5) Envelope art is also welcome.
- 6) Keep addresses separate from the artwork.
- 7) Most importantly, have fun and be creative!



Buonomo Bonetto
Sellers, CA



"SOTYONIX" to play as an alien

Workarea Mode

At any time during the game, press **START** to pause, then press **Left, Right, Right, Left, Right, Left, Right**. When you press **START** to unpause, all of the polygonal graphics will change to wireframes with a black background (Stage Passcode).

Stage 1—F L C F C G K J
Stage 2—F L C F C C K J
Stage 3—M P L C F C C K J
Stage 4—F L C F C C K J
Stage 5—F L C F C G K J
Stage 6—L C F C F C C J
Stage 7—F C L F C G K J
Stage 8—F D C F C G K J
Stage 9—F L C F C G K J
Stage 10—F L C F C C K J
Stage 11—F L C F C C K J
Stage 12—F L C F C C K J
Stage 13—F L C F C C K J
Stage 14—F L C F C C K J
Stage 15—F L C F C G K J

Cave Mode

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "J A W" at your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold **A + Y** and press **X** to rotate the screen 90° from its standard horizontal position, or hold **A + Y** and press **Z** to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold **A + Y** and press **B**.

DOWNLIGHT CITY (SECRET)

Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold **X + Y + Z**, after a few seconds, the words "Enter Password" will appear. Now press **Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right**. You'll start the game with all stages unlocked and all Gabboos and puzzle pieces collected.

THE LOST CITY OF GIBBOOS

Passcode

Stage 1—Y Y X A B Y X A
Ground—Y Y Y X A Y X A
Church—Y Y Y X A X A
Day of the Dead—Y Y X A B Y X A
Second Cemetery—B B B B X X X A Y A
Jade's Tower—Y Y Y X A Y X A
Borderlands—B B B B X X X A B A
Ruins—Y Y X A B Y X A

CUTUP CHICKENS

Walk Groups and Alerts

At any time during a race, press **A + B + C** simultaneously. This will hide all of the graphics and return on this screen to give you a closer view of the action.

EXTRA CREDIT

Extra Credits

At the "Game Start/Option" screen, press **X, A, B, Left**, then hold **Left** and press **X, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now enter the game and you'll find that both players have some continue credits instead of the usual five.

Mega Pin

Also at the "Game Start/Option" screen, hold

B, then press **X, Right, Left, A, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for extra top-of-fire.

Option Difficulty Settings

At the "Game Start/Option" screen, hold **X**, then press **Z, C, B, Left, R, L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Altenrual".

BUTTERFLY

Advanced Sound Test

Choose "Sound Test" from the main menu, what the sound test to earn topians, press **X, Y, Z** and keyboard will appear at the bottom of the screen, you can watch the keys light up as the music plays.

JEFREY STATION

Jeffrey's Guide

On the expert track, as you approach the Jeffery statue, push the **A** button repeatedly to make the Jeffery statue rotate and stand on its head.

Secret Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can see the courses in reverse.

"Star Mode"

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can see in true time by yourself. "Arcade Mode," hold up on the **D** pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to enter the words to the Daytona theme song appear at the bottom of the screen.

Jitsu Car

At the title screen—while the words "PRESS START BUTTON" are flashing—point the **D**-pad diagonally in the Down/Right position and hold the **L, R, C** and **V** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 13 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Issue Horse Trick

At the title screen, hold the **D**-pad diagonally in the Up/Left position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play at the brown (automatic) or gray (manual) horse.

Body Moves

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "helicopters" called "Horse Z," horses that are being followed by baby horses.

DOWNLIGHT CITY

Hyper Drop Run

At the main title screen, highlight "Deep Scan," hold **X + Y + Z** and press **START**. When you enter the Deep Scan mini game, you'll see that the logo now reads "Hyper Drop Scan." This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't now play the game to play the Hand Arena in this mode, either.

Chart Codes

Press **START** during the game to pause, then enter any of the following cheat codes:

All Powerful Mode—Down, **Y, X, R, Right, L, Left, B**
Lots of Goodies—Down, **X, A, Right, B, Y, X, L, R, C, X, Z**
Map All Lives On—**R, B, C, Left, B, R, C, Right**
Map All Things On—**R, B, C, Right, B, R, C, Left**
Level Warp—**Right, Left, X, Z, L, Z, C** (Jalan the Level Warp menu appears, choose any stage and press **C** to warp there.)

GAL BIKER BO

Inventory

During the game, press **START** to pause, then press **X, Y, Z, X, Y, X, Z, Y**. You'll see the words "Gad Mista On" at the top of the screen, now you're invincible. To turn "Gad Mode" off, enter the same code again.

All Weapons + Items

During the game, press **START** to pause, then press **Z, A, Z, X, Z, Y, X, Y**. All of the game's weapons and items will appear in your inventory.

Secret Control Scheme

During the game, press **START** to pause, then press **Y, Z, Z, X, Y, X, Z**. You'll see the words "Jevelon Control" at the top of the screen, this changes the controls as follows:

Arched Pad—Look around
D-pad Left/Right—Change weapons
Z—Walk forward
B—Walk backward
Y—Scroll left
C—Scroll right
A—Action
L—Fan weapon
B—Jump

Note: If you don't own an analog controller, this code is useless because it will assign two different functions to the **D**-pad, the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.

Stage Select

At the main menu—the one that says "New Game/Load Game"—press **X, Y, Z, Y, Z, X, Y, X, Y**, this code may be entered quickly. You'll see the words "Choose Stage Cheat On" appear at the bottom of the screen. Choose "New Game," the stage-select menu will appear after you choose a difficulty level. No Monitor.

At the "Select Sid" menu, press **Z, Z, X, Y, X, Y, X, Z**, this code may be entered quickly. A new difficulty level called "No Monitor" will appear, can you guess what happens when you choose it?

Secret Password

Chart Codes

Press **START** to pause the game at any time during play, then enter one of the following codes and unique to activate the cheat:

Refrill Engine—**Left, Z, A, Y, Down, A, Y, Down**
Refrill Ammo—**A, Up, Down, Right, Left, X, C**
Win Extra Lives—**A, Up, Down, Down, A, Left, Right**
Mega Plasma Gun—**C, A, Right, Right, Up, Down, Up, Left**
3-Finger Gun—**Down, A, Up, A, Right, Right, C, Right**
Barr Buster—**A, X, A, Up, Right, Right, Left, Up**
Homing Missile Gun—**A, Up, X, C, Left, Y, Up**

11 CHALLENGE

Charge Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual Movement. Highlight the transaction type you want, then choose it by entering one of the following codes, when the race starts, you'll be in the position you chose.

Press **Place—Hold L + X + Y + Z** and press **START**.

4th Place—**Hold L + X + Y** and press **START**
7th Place—**Hold L + X + Z** and press **START**
10th Place—**Hold L + X** and press **START**
13th Place—**Hold L + Z** and press **START**
16th Place—**Hold L + Y** and press **START**
19th Place—**Hold L + Z** and press **START**
22nd Place—**Hold L + X** and press **START**

Change the Number of Laps
As above, when the "Select Count" menu appears, highlight the value you want, then choose it by entering one of the following codes. When the race starts the number of laps will be set to the number you chose as follows:

1 Lap—**Hold R + X + Y** and press **START**
2 Laps—**Hold R + X + Z** and press **START**
3 Laps—**Hold R + Z** and press **START**
4 Laps—**Hold R + Y** and press **START**
5 Laps—**Hold R + X** and press **START**
7 Laps—**Hold R** and press **START**
9 Laps—**Hold R + Y + Z** and press **START**

Hyperspace Race

Arcade Mode

Right your way through Survival Mode, winning at least two lights in the three minute trial, at least six lights in the seven-minute trial, and at least 11 lights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Adjust the Stage Select

After playing 500 games, go into the Options Plus menu and you'll see three more options, you can choose a stage or re-named stage, and you'll be able to give other players info.

Play as the AMP Fake Tree

Method 1: Clear all of this single-player courses with five different characters. Play 1000 games and then choose cause I, you'll be playing as the fake tree.

Method 2: Play the game for 10 hours. Then choose Kuma with the **Z** button and you'll fight the tree.

Simply turn the Saturn on with Flighters. Mixtape mode 20 times for near the game and reload it 20 times. Then start a game, highlight Kuma as the character-select screen and press **X**. The meat's moves are almost identical to Sam's.

Play as Ken

Play as Ken

Normally, the American Saturn console is used to play Japanese Saturn software, the operating system needs to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements." Now hold down the **X** and **Z** buttons and press **START**. The game will normally load just as if it were being booted on a Japanese Saturn.





ARC

Passcode

Final battle with Boss—CYDOR RYF

Stage Skip

At any map screen, press **START**, then, while the game is paused, hold the **B** button and press **START**, **Right**, **Right**, **Down**, **Right**, **Up**, **L**, **A**, left, left. All of the stages on the current map screen will be skipped.

Chart Codes

While music any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:

HS Lines—Hold **R** and press **Up**, **Up**, **Down**, **Right**, **A**, **Down**.

Invincibility—Hold **R** and press **B**, **A**, **Down**, **A**, **Down**, **Down**, **Up**, **Down**, **Right**, **Up**.

Super Level—Hold **R** and press **Right**, **L**, **R**, **A**, **Up**, **Down**, **Right**, **Right**, **Right**, **Down**, **Right**, **Up**.

High Jump—Hold **R** and press **Down**, **Up**, **Down**, **Right**, **Right**, **Down**, **L**, **Right**, **Start**.

Five Stars—Hold **R** and press **C**, **Up**, **Right**, **Right**, **B**, **Up**, **Right**, **Up**.

Ice Bomb—Hold **R** and press **Right**, **L**, **Right**, **Down**, **Right**, **Right**, **Up**, **Right**, **Up**.

Electric Ring—Hold **R** and press **Down**, **Up**, **Down**, **Right**, **Right**, **Down**, **Right**, **Up**.

Star—Hold **R** and press **Down**, **Up**, **Down**, **Right**, **Right**, **Down**, **Right**, **Up**.

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Star—Hold **R** and press **Down**, **Up**, **Down**, **Right**, **Right**, **Down**, **Right**, **Up**.

become invincible (all "Lives" to "Infinite") or even change the color of the enemy threat level blood.

Remove Stage Menu

To remove the "Continue" box that appears when the game is paused, press **X** + **Y** + **Z**.

PAUSE MENU

Chart Passwords

Enter any of these cheat codes at the Pause menu to get power-ups or other effects:

I AM BORTAL—Infinite shields

ALL TOOLS ARE—Access all weapons

LOADUP—Infinitely weapons

BOSS LEVEL—Play all of the boss stages in succession

RAISE THE BOSS—Add a "Skip Level" option

END GAME LEVEL—Skip to the game's final stage

JOURNEY END—See the end sequence and credits

JOEY—Joe's character

JOEY—Joe's character

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MEGA MAN

Alternate Appearance

At the character select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the alternate MegaMan X costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the stages that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character select screen, enter the following code carefully: Highlight Zero, hold the B button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT 3

Character Menu
When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, Y, C. There will be no signal to confirm the code, but when you go to the Main Menu, you'll find a new option called "Switches." Access this option to activate various chutes, including one that lets and enter ways to find Snake, Jax and Boob Sabot.

MORTAL KOMBAT 3: SPECIAL

Signal Select
At the character select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter: before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character
At the character select screen, choose one of the male game characters (Goro, Reptile, Ramon, etc.). Before the fight starts, hold **Ran + Block + High Kick + High Kick** and press the D-pad away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other game characters.

Secret Cheat Menu
Choose "Options" from the main menu, when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "P" menu at the Options screen. Here you can activate several code options, including "Instant Aggression," "Normal Box Damage," "Low Damage" and "Health Recovery." But of all, if you turn on the "1 Button Realities" option, you can perform finishing moves with ease as follows:

- **Infinity 1**—Press 2 when "Finish Him/Her" appears.
- **Infinity 2**—Press C when "Finish Him/Her" appears.
- **Infinity 3**—Press B when "Finish Him/Her" appears.
- **Infinity 4**—Press Y when "Finish Him/Her" appears.
- **Infinity 5**—Press X when "Finish Him/Her" appears.
- **Infinity 6**—Press A when "Finish Him/Her" appears.

MORTAL KOMBAT 3

Stage Select

At the Stage/Options screen, press L, R, L, R, L, R, L, R, L, R, A. A stage-select menu will appear; highlight the name of any stage and press A to go to it.

MORTAL KOMBAT 3

Secret Options Menu

At the Main Menu, choose "Single Race" when the Race Setup menu appears, use the "Select Card" option to highlight either the Kenny Wallace car or the Bobby Labonte car, then hold the C button and press Up, Down, the car will change into a new truck.

Secret Options Menu
During a race, press START to pause, then highlight the "Race Statistics" option, hold L + R + C and press A or C. A special options menu will appear; this one allows you to modify 11 different gameplay parameters, including your car's horsepower, the speed of your opponents' cars and much more.

THE WRESTLING KINGDOM

Character Select
Choose "One Player" from the main menu and select "Tournament" mode. Choose "Muscle" as the tournament menu, and enter the password "BYSMB." You'll be taken immediately to the Race Location menu. Now return to the main menu and choose any other game mode to access any of the following features:

- At the "Race Location" menu, you'll find a new, secret track called "Lost Vegas."
- Also at the "Race Location" menu, highlight any track and hold the L + B buttons for the X + Y + Z button; you will make your selection. You'll see the name of the track change to "Rally," this changes the soundtrack to a hip-hop style track like those in Sega Rally.
- At the car select screen, you'll find a powerful new vehicle called the "Warrior."

TIP OF THE MONTH

Only Codes
To enable those codes, start a game in any mode. During the introduction—when the players are sitting around the table or on the start of the game—press L + R + X + Y + Z simultaneously, then release all the buttons. Once you're done, you'll be able to enter the following codes during the actual arena to change the game:

- Press L + R during the national anthem for great players.
- Press A + B during the national anthem for short players.
- Press A + Y + Z during the national anthem for up-down players.
- Press X + Y + B during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A + X during the national anthem for a "back kick" (corner in). (A back-poke will be unleashed—well, probably be pulled into the corner of the rink.)

Player Power-Up
To create a team of perfect players with fully powered-up attributes, choose the "Central Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be able to enter the "Central Player" option.)

Enter the new player's name, then assign to the "Player Configuration" menu, where you'll see the default setting at 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and

press Up; you'll see the total in the "Power Pool" jump to 500. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NIGHT WALKERS

SECRET WEAPON

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you're now able to set this Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A. If you'll hear the clashing steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose the option to find a top-secret menu with lists of code options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On," you'll always play at the turbo setting you chose at the Option Mode menu.

• "Music Round" lets you change the round counter from three to one or five.

• "BGM" gives you the opportunity to change the game's background music to the music from the original *Defendestars* game.

• "Random" settings to have the game randomly choose between the music from "Class" (Defendestars) or the default Night Warrior music. (Called "Mystery" after the game's Japanese title, *Wanpaku Mando*.)

• "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Defendestars* game. Also, if you set this option to "Class" and watch the game's introductory demo, you'll see the intro from the original *Defendestars* game.

• Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Class" (Defendestars) menu.

• "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.

• "BGM Test" lets you hear the game's music.

• "Voice" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y. You'll hear the clashing steel sound to confirm the code. Now when you press START to pause, the screen will not darken and the word "Paused" will no longer appear.

NIGHT WALKERS

Secret Roster Mode

Start the game with no file made to access the CD-ROM. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, B, Up, X, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound, now start the game and you'll be able to play without the Stage 1 Minute Continues.

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, X, Up, X, while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like

sound; you will now have infinite continues. *Invincibility*

Press START at the first title screen, then press L, R, X, Up, Down, Left, Right, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. "Stage-select" menu will appear on the screen.

Stage Select

Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. "Stage-select" menu will appear on the screen.

Secret Menu

Press L, R, A, B, and C all at the same time, your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty options title screen, enter Up, Up, Up, Up, Down, Down, Down, Left, Left, Right, Left, Right, L, B, if done properly, Level 0 will start automatically. Your strength continues goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons that makes the Stage 1 dragon. Hold A or C for normal weapons, B for red lasers, C for sidearms, Y for multi-shot, and Z for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Down, Up, Down, Up, X. To select a weapon, hold down one of the action buttons that makes the Stage 1 dragon. Hold A or C for normal weapons, B for red lasers, C for sidearms, Y for multi-shot, and Z for wide shot.

Sega Logo Man

Have you ever noticed the seam who changes into a Sega logo during *Prison Explorer's* demo mode? To get a closer look at the polygon that makes the Sega Logo, press Controller 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

Right—Rotate screen clockwise

Left—Rotate screen counter-clockwise

A/Right—Rotate image clockwise

Left—Rotate image counter-clockwise

Down—Zoom in

Up—Zoom out

A/Down—Tilt backward

A/Up—Tilt forward

X or Y—Hold either of these buttons to change the character's shading.

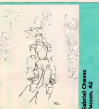
A/Left—Fast to the initial position and shading.

When you're finished playing with the polygon, press START on Controller 1 to return to the game. For some reason, this trick may not work if you don't have Controller 2 plugged in when you launch the Saturn or if you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

Feeling a Little Hungry?

Random Change

At any time during the game, if you hold the A button on Controller 2, the roster will change to show the next character in a video roster that shows how high your enemies are from the ground; you'll see a tiny triangle representing each file.



TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

FLIPPER'S AMUSEMENT CENTER

6654 Mills Drive, Miami, FL 33174 • (305) 273-0381

GAME	HI SCORE	NAME
Attack From Mars (pinball)	72,729,315,240	SMK
Daytona USA (Beginner)	2:20'48	FAL
Cruis'n World (Mexico)	1'41'85	ULM
Scared Stiff (pinball)	48,664,100	Jason Wilson
Cruis'n World (Hawaii)	1'41'80	JAC
Cruis'n World (Japan)	1'37'85	SOC
Mortal Kombat II	21 WINS	JEW
Blitz	141 WINS	Harry
NBA Hangtime	140-3	SLK
Killer Instinct	1,410,850	ECA

METROPOLIS

72-643 Hwy. 111, Suite 345, Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
Tekken 3	2'59'36	Jason Robinson
Street Fighter 3: 2nd Impact	4,604,402	RAY
Rival Schools	2,030,100	William Bladman
Puzzle Fighter	492,218	Dennis Tiangco
Street Fighter EX Plus	1,584,900	Bob Tan
House of the Dead	60,064	JVK
Off Road Challenge (Las Vegas)	1'50'71	JVV
Cruis'n USA (LA Freeway)	1'48'05	MAC

JUST FOR FUN

445 E. Polaris Road, Arlington Heights, IL 60004 • (847) 253-1466

GAME	HI SCORE	NAME
Medieval Madness (pinball)	668,925,360	JFW
Lost in Space (pinball)	295,401,550	HS
Monster Bash (pinball)	626,402,050	KUK
Ehrgeiz	75220	EXT
Cruis'n World (Hawaii)	1'40'03	PTN
Cruis'n World (Japan)	1'26'29	PTN
Cruis'n World (Egypt)	1'36'16	BAD
Golden Tee '97 (Red Sands)	-14	AZI
Golden Tee '97 (Pine Creek)	-12	KAP
Golden Tee '97 (Coral Ridge)	-19	KAP

ALL AMUSEMENT CENTER

201 E. Magnolia #128, Burbank, CA 91505 • (818) 557-6558

GAME	HI SCORE	NAME
Rush: The Rock (Beginner)	2:28'56	JJJ
House of the Dead	83,560	RBN
X-Men vs. Street Fighter	797,802	Izzy
Marvel vs. Capcom	948,800	D-GI
Maximum Force	507,280	XAV
Theatre of Magic (pinball)	1,491,682,520	BCW
Raiden Fighters	4,751,350	ANA
Top Skater (Novice)	545,248	GAB
Marvel vs. Street Fighter	936,500	CNE
Marvel Super Heroes	2,047,800	Davis

Capcom's SUPER JUST GAMES

517 Waukegan Road, Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Mortal Kombat 4	42 WINS	BEH
Daytona USA (Expert)	3:11'82	CM
Marvel vs. Capcom	5 WINS	JE8
Street Fighter EX 2	1,067,200	ARK
House of the Dead	66,062	DAN
Blitz (consecutive wins)	20 WINS	RPH
X-Men	271,000	JES
Marvel Super Heroes	316,901	FGK

DIVERSIONS

6755 N. McCormick, Chicago, IL 60659 • (773) 588-0226

GAME	HI SCORE	NAME
Mortal Kombat 4	13 WINS	VIC
Tekken 3	227 WINS	JLZ
Police Trainer	CHIEF	Big Kranz
House of the Dead	62,551	ANH
Revolution X	54,917,600	NTH

EIGHT ON THE BREAK

240-346 North Ave., Denville, NJ 07832 • (908) 670-8844

GAME	HI SCORE	NAME
Recent Tournament Rankings:		
Street Fighter Alpha 2	1st Place	Pete Talley
Street Fighter Alpha 2	2nd Place	"Hoo"
Street Fighter Alpha 2	3rd Place	Roger Liu
Street Fighter Alpha 2	4th Place	Todd Dwyer
Street Fighter Alpha 2	5th Place	Edwin Iskandar
Street Fighter Alpha 2	5th Place	Justin Iskandar
Street Fighter Alpha 2	7th Place	Joe Shenk
Street Fighter Alpha 2	7th Place	Oscar Larico

1月 JAPAN REPORT!

by Anatole Brown



Collect Godzilla and Friends!



The new Dreamcast PDA (Personal Digital Assistant) has been launched in Japan on July 11th for 2,500 yen (approx. \$17), more than four months prior to the official release of the Dreamcast in Japan. The PDA comes with an Atsumete Godzilla (or "Collect Godzilla") game. July 11th also marked the Japanese premiere

of Sony's new Godzilla movie! You can collect and raise several different Godzillas and his cohorts including Mothra, King Ghidorah, Mech Godzilla and a whole slew of other obscure Toho monsters. Also included is the American version of Godzilla that appears in the movie! The PDA is fully linkable to other PDAs and you can battle your monster with other people's monsters. The catch is that if you lose in link battle, you lose all your monster's DNA (data) to the winner!

Dreamcast PDA Specs:

CPU	8 bit
Memory	128 kilobytes
Display	48 dot x 32 dot (monochrome)
Buttons	2 power buttons with auto-off
Sound	1 channel
Weight	45 grams



Not as big or powerful as the Game Boy, but Sega hopes to start a buzz.



Godzilla is the Master of Monsters!



Mothra smells Godzilla's hot breath.



The three-headed King Ghidorah.

A Konami Homer



Way back in the left stands of the Tokyo Dome there is a huge Konami billboard hanging over the seats.

Konami has offered one million yen (approx. \$7,150) to any Japanese professional baseball player who can hit the sign. Finally last May, Kazuhiro Kiyohara (1B) of the Yomiuri Giants whacked a homer out of the ballpark and hit the sign! Ironically Kiyohara was going for his record-breaking 1,500th career hit! You can

imagine the frenzy the fans went into as the ball bounced off the Konami sign. A Konami spokesperson had this to say, "We are very grateful to Mr. Kiyohara for giving us some exposure. The Konami sign appeared big and clear on the TV screen. I hope people keep hitting the sign in the future!" Apparently Kiyohara said he was aiming straight for the sign!



Kiyohara cracks one out of the park.



The Tokyo Dome a.k.a. The Big Egg.



BioHazard Attraction Opens in Japan!

A BioHazard (a.k.a. Resident Evil) theme park attraction opened on July 8th at Expoland in Osaka. The attraction will run for a year and has been officially named BioHazard Nightmare. It's actually a type of haunted house which was built by the Resident Evil game staff from Capcom along with Toei, a popular horror film company which also makes many video game-related films (like Tokimeki Memorial). The house contains several rooms with doors which you open and enter, just like the game! In Japan, horror films and ghost stories are a tradition in the summer months—the creepy chills are supposed to keep you cool.

A company called Optec in Japan has released a cordless PlayStation controller called Wireless Digital Set in September. The controller uses radio waves that transmit to a small device that connects to the console. You can buy the controller and transmitter set for 4,400 yen (approx. \$31), or just the controller for half the price. It comes in five different colors: clear-white, clear-blue, clear grey, black and white. Now you can walk to the fridge without pausing the game!

Look, No Wires!





AT RESTAURANTS, THEY REQUIRE A BOOSTER CHAIR.

THEY CAN'T REACH THE GAS PEDAL.



**NO WONDER
THEY'RE ALWAYS
LOOKING FOR A FIGHT.**



CAPCOM

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